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SEPT 93

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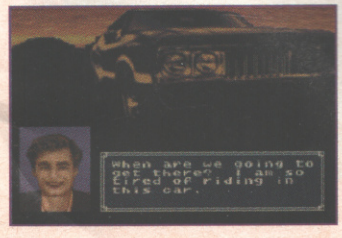

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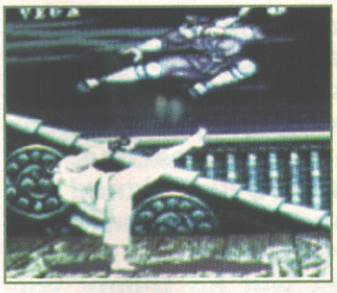

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Create a life form and then let it loose on a planet. Original and brilliant A1200 game.

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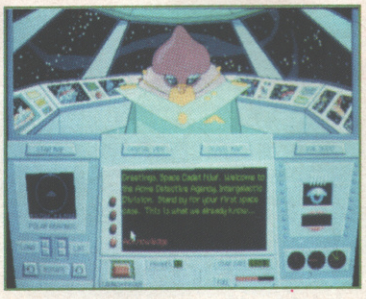

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WORD UP WITH GARTH

It's a real scorcher this month and just like the weather, CVG's hotter than ever. SFII Championship Edition hits the handhelds on the Engine GT whilst the SNES finally gets the SFII Turbo version it's always wanted. We show you the latest moves to perform with the bosses on page 34.

This month also sees a real line up of new consoles just skulking around the corner and ready to give Sega's Mega-CD a bit of stiff competition. Commodore's 32 Bit machine should be hitting the streets in September and the 3DO will be following it in the new year so on page 22 we've put the two machines under the microscope.

As we write, we've just got the news that Sega have just signed the papers for Streetfighter II Championship Edition - Hot or what? Who knows what's going to happen next on the streets? We do. So get inside and find out today what the other mags will be telling you tomorrow!

See ya

GARTH

CVG CREW NEWS

LOTUS HOCUS POCUS

The Lotus Esprit S4 is a nice car. Just about £46,000 worth of nice car. So why Gremlin should want to allow a joystick-wielding, speed-crazed loony like our editor to be let loose in one to celebrate the launch of its Lotus driving game was beyond us.

Gremlin is well proud of its association with Lotus and rightly so. But, the CVG boys were very less than chuffed to be associated with Garth when news of his exploits came to their attention. Apparently, out of the thirty or so drivers who turned up on the day, only one person from the whole bunch managed to drive so badly as to frighten the professional driver that was with him.

"I missed a gear on the bend and span out", he whined, "and it was a left-hand drive car, and I thought that the gearknob was a joystick".

Spy's tells us that as the car pirouetted towards the fence the professional asked me if I'd ever span a car before. "Not one this expensive" I said".

He's now been grounded from driving until he gets a little more used to key driving skills like using brakes, slowing down for corners and not taking his hands off the steering wheel to tie his hair back.

HOTDOG, INNA BUN!

Two of the American National Hockey League (that's ice hockey) are coming to London this summer and CVG, in conjunction with French's American Mustard, are giving away two sets of four tickets to this grand-slam event. Battling it out on the ice at Wembley Arena will be the New York Rangers and Toronto Maple Leafs, with the first prize being a top-excellent trophy and a cheque for $50,000. The match takes place on Saturday 11th of September, so you'll need to get your entries in by the first of September. Now comes the tricky bit, we know that French's mustard is hot, but what's the boiling point of water? Send your entry to: Hockey compo with the hokey question, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R, 3AU.

SCORES ON THE DOORS

We ran out of room last month and consequently a few of the St Gregory's school mob failed to appear. They phoned me up and blubbed about it so here are the rest of the motley crew, scores and all.

John Lawler
Streetfighter 2 SNES
John currently owns a Megadrive, but he's going to flog it soon and get a SNES, so he won't have to bother his mates when he wants to play

400,000

Sabrina Toussaint
Sonic 2 MEGADRIVE
Sabrina is a real kleptomaniac when she's not battering the life out of things in computer games. Her hobbies include bead and stamp collecting,

COMPLETED

Anabel Hardy
Tetris GAMEBOY
Apart form being a Tetris wiz, Anabel also likes getting to grips with a good book. Other fave games include Super Mario Land 2 and The Addams Family.

116

Selena John
Streetfighter 2 SNES
Sporty Selena prefers getting out and about to locking herself away with a console. Her hobbies include horse riding, swimming and badminton - not all

COMPLETED

MEET THE CVG CREW:

The team are off for a romantic night out at the huge EMAP awards. They might even get to snog their dream partner against all odds...

GARTH

Garth's not much fun at parties. Only the other week he turned up at Jon's party after everyone had left, tidied up the kitchen and wandered off home again. Few people are brave enough to invite him to their beanos because he tries to play old seventies records and prances around in sad flares doing John Travolta impressions. If you know of a party where Garth would be welcome, perhaps your grandparent's retirement bash or a funeral lunch, drop us a line and we'll send him up to it - just keep him away from

PAUL

Being the world's youngest old man, Rand doesn't hold much sway with partying. At one particular bash held at his old abode in South-East London, a staggering SIX people crammed into the flat! Paul's so popular that three of them actually gatecrashed to be there. In the meantime, Mr Rand was busying himself with a charming young lady he'd met the previous night. Just when everyone had assumed CVG's Mr Moonlight had 'struck gold', he was

GARY

Every day's a party to Gary as he never does any work. He goes into full groove mode to party on down at some top London night spot, if they let him in. He always manages to end up on his own too, and has a habit of falling asleep an hour after arriving anywhere. There'll be no more partying for our Gaz when he moves down to Bath, where the drinks are full of twigs and flies and his only friend will be Gertrude the three-legged cow! Still, at least she'll keep him busy until he can plan a way to come crawling back to

JON

Jon's parties are now legendary in CVG circles as a succession of north London flats have been trashed by errant staff members, Essex Supermodels and all. Recently he threw a bash at his new flat that he shares with Anglin. We'd love to tell you something outrageous about his behaviour, but he just sat back and let people get on with it. Party animal? Party panda more like! He merely passed out and woke in the morning, when the revellers have dis-

STEVE

We keep Steve 'party animal' Keen locked up in the fridge most days as he gets sooo excited at the merest mention of sausages on sticks. Unfortunately he does break free now and then and gate crashes our social gatherings where, for some strange reason, all the girlies flock to him. Perhaps that's the only advantage of having hair down to your backside. Still, he's soon off to Leeds to embark on a star studded TV career, so the moment his back's turned

JULIE

Fresh-faced new girl, Julie has only just joined the ranks of the Crew but already she's sent the boys into a romantic frenzy. So far, the seat next to her at the EMAP party is selling for up to £10 but it's early days yet. However, the boys haven't yet realised that her boyfriend is 6"2' tall and plays a mean game of Rugby. Needless to say, if any of the boys do try to kiss her, it's odds on that they may be playing with odd-shaped balls for the rest of their lives!

ANGLIN

Only having recently graduated from the jelly and ice cream brigade, young Anglin has started to sample the delights of massed late night gatherings. At his last party, his mate Hamish staggered up to him harping on about how wonderful traffic cones are. Being small and pointy himself, Anglin agreed, but let the matter drop. It wasn't until the next morning that the full extent of his mate's sadness was revealed. As Paul trekked bleary-eyed into the bathroom and prepared to do his business, he saw the

NEWS

First ever 32-bit games machine!

NEW AMIGA CD CONSOLE ARRIVES!

In just a couple of weeks, Commodore launches the Amiga CD32 - the world's first 32-bit CD console! The machine is being hyped as the next generation of Amiga games machine, taking over from the beige computer range which is now almost ten years old. The CD32 is a stylish black number with a four-button SNES-style joypad and built-in top-loading CD drive. Based around the state-of-the-art Amiga 1200 technology, it's not only the world's first 32-bit console, but the first ever stand-alone CD games machine!

Commodore's Amiga CD32 in all it's glory. Wonderful, isn't it?

The CD32 goes on sale at the end of August at a price of £299 - although there are rumours that the price could drop to as low as £199 by this Christmas! Games CDs are set to sell around the £20-30 mark, which means that all-round, the CD32 will be a much cheaper machine than its nearest rival, the Sega Mega-CD. The first games to appear on CD32 will include Zool 2 from Gremlin, Diggers and James Pond 2 from Millennium, an enhanced version of The Chaos Engine and, of course, Ocean's Jurassic Park.

If the CD32 takes off, it could spell the end of the old Amiga games computer. The recent A1200 machine will survive, but the bog-standard A600 isn't expected to live on for long. But if you buy a CD32 and want to use it as more than just a games machine, don't worry - Commodore will be launching a whole range of add-ons, including a keyboard, mouse and disk drive. Early tests show that the new console is compatible with around 60% of existing Amiga software.

Like most CD-based machines, the CD32 isn't capable of Full Motion Video just yet, although there is an expansion port for an FMV cartridge to be plugged in, allow-

"Amiga CD32 easily beats its rival CD platforms with 256 colours, high CPU speed and the double speed drive. And the big bonus is all that lovely RAM to play with."

Andrew Hewson
21ST CENTURY ENTERTAINMENT

Commodore's joint MD's David Pleasance and Colin Proudfoot beaming about their potentially world-beating bit of plastic.

Lou Eggebrecht, the technical mastermind behind the CD32. He should be called Lou Egghead.

ing for interactive movies, pop music videos and all that sort of thing to be played. The module should be released this Autumn, bundled with an FMV CD, and cost "under £200". Commodore has had its fingers burnt once before with a CD-based Amiga - the cumbersome CDTV machine never took off, but with much cheaper price, better technical spec and the support of the games industry's biggest names, the CD32 looks like it could be the next big thing in the gaming world. Enough to give Sega and Nintendo sweaty palms? Probably. Sega is on record as saying that, although it has the technology to produce a 32-bit CD console, it won't because it couldn't sell it cheaply enough. It doesn't seem to have stopped Commodore, though...

> ***I think it's quite good really. It's an above-average bit of hardware for a below-average price.***
>
> Gary Liddon, PRODUCER, PROBE SOFTWARE

> ***A lot of companies claim to have 'the future of computer gaming'. But with the CD32 we have seen the future.***
>
> Deborah Isaac, ICS

The Amiga CD 32 in all it's glory. Again

TECH SPEC

So, what kind of technical muscle does this Amiga CD32 pack then? Well, it's very similar in power to the A1200 computer, which isn't bad at all. And many of its rivals will have a really tough time trying to compete with it. For example - the Mega-CD can display up to 128 colours on screen at a time, right? Well, the CD32 can do up to 256 THOUSAND colours on screen at a time! Also the CD32 boasts a 14MHz 68EC020 processor based around the AGA (advanced graphics architecture) chipset, 2 Megabytes of RAM (compared to the Mega-CD's 128K) and full Amiga stereo sound. That makes the CD32 by far the biggest, toughest games console on the block.

there may not be this many discs available for the CD32 by the time it launches, but you just wait until the software houses get into top gear!

> ***This is THE most exciting technology. I'm sure that with Commodore's track record the CD32 will be a tremendous success in Europe.***
>
> Geoff Heath, MINDSCAPE

THE GAMES

Commodore claims that between 50 and 100 titles will be launched for the CD32 between now and Christmas. Unlike Sega and Nintendo, Commodore is encouraging third-party software developers to write games for the machine freely, with no need for expensive licenses from the manufacturer. The good news is that most Amiga publishers, including Psygnosis, Team 17 and Virgin are already 100% behind the new machine, which means that there should be no shortage of games once the ball gets rolling. Games currently in development include:

Alfred Chicken (Mindscape)
Alien Breed 2 (Team 17)
B-17 Flying Fortress (Microprose)
Biosphere (Bullfrog)
Civilization (Microprose)
Dune (Virgin)
Gunship 2000 (Microprose)
Jurassic Park (Ocean)
Lionheart (Thalion)
Manchester United 2 (Krisalis)
Microcosm (Psygnosis)
Mortal Kombat (Acclaim)
Nick Faldo's Golf (Grandslam)
Premier Manager (Gremlin)
Sabre Team (Krisalis)
Sensible Soccer (Renegade)
Sim City (Maxis)
Sleepwalker (Ocean)
Soccer Kid (Krisalis)
Syndicate (Electronic Arts)
The Chaos Engine (Renegade)
Uridium 2 (Renegade)
Zool 2 (Gremlin)

NEWS

OH IT'S a great life on the buses - if you're playing Sega games, that is... Virgin's latest guest stars a top Hollywood bod... FOUR-PLAYER fun courtesy of EA... PLUS a chance to win a seriously good sound system...

SEGA'S SUMMER BUSES COME TO TOWN

Sega's celebrated bus-based Summer roadshows have chugged off on their third nationwide tour. For four more weeks the double-decker wonders will be travelling the length and breadth of the country searching for the UK's best Sega gamers. Seaside resorts, holiday centres, scout camps and town fairs are all on the hit list.
The three buses have just gone through a major refit, and are now kitted out with the latest Mega-CD stuff as well as Megadrive and Game Gear systems. In the Challenge area on the upper deck gamers compete on Sonic 2 for a place in the 1994 Sega UK Challenge. All entrants pick up a free Sega goody bag so it's well worth giving it a crack even if you're crap. If you're interested in going along to a fun Sega day out, call 0891 700 505 for details of when a bus will be near you.

IT'S A CONSPIRACY

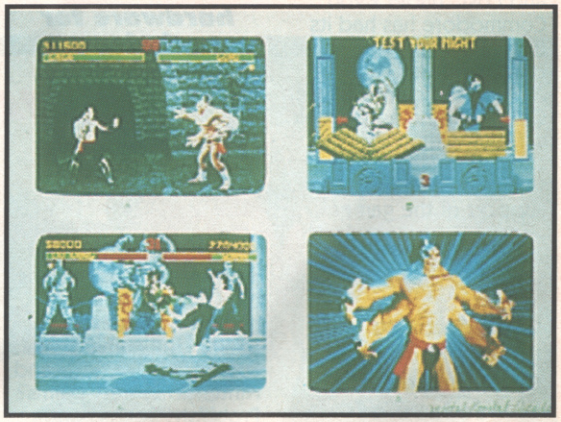
• VIRGIN • 081 960 2255 •

Top (but rather crumbly) movie star Donald Sutherland pops up in Conspiracy, the latest CD-ROM epic from Virgin Games. Adapted from the original PC and Amiga adventure KGB, Conspiracy casts Sutherland as the player's dead father, a former KGB agent who runs the game's interactive help/hint system.
As before, the player is cast as young KGB captain Maksim Rukov and given a series of complex mysteries to unravel. But with old Don lending a hand, it should be no sweat.
Conspiracy will be released for PC CD-ROM this October, but there's no price as yet. We tried to phone Donald Sutherland to find out a bit more, but his number wasn't in the book.

Donald Sutherland yesterday. 'KGB is really rather good', said somebody else.

FLOPPY MORTAL

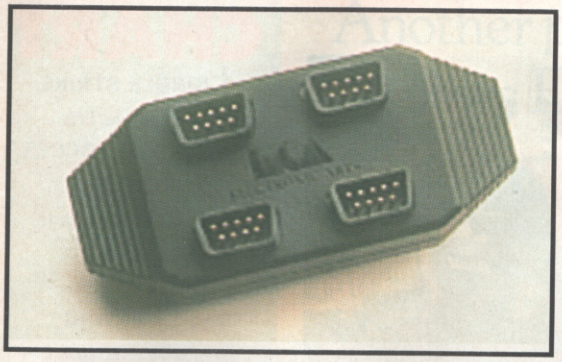
• VIRGIN • 081 960 2255 •



Acclaim's blockbusting coin-op conversion Mortal Kombat is on its way to the Amiga and PC - courtesy of Virgin Games. Virgin has picked up the floppy rights to the awesome Midway coin-op from Acclaim, and now Probe Software, who produced the near-perfect Megadrive version, are beavering away on Virgin's behalf to produce the Amiga and PC formats to get them into the shops sometime in November.

ESPECIALLY FOR YOU

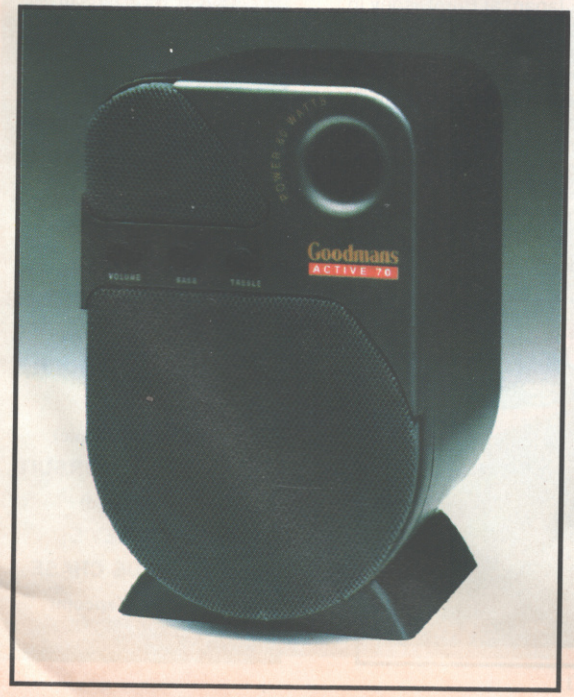
• ELECTRONIC ARTS •
• 0753 549442 •



Electronic Arts is about to spark a new wave of multi-player games with the launch of its EA 4-Way Play adaptor. The black plastic dongle plugs neatly into one of the Megadrive's joypad ports so that up to four people can connect and play a game together.
The add-on will only work with products that support it, but EA has plans already for a series of 4-Way Play compatible games, starting off with this month's General Chaos. Most future 4-Way releases are EA Sports games, including NHL Hockey 94, John Madden Football 94, Bill Walsh College Football and EA Soccer, previewed this month. The 4-Way Play dongle goes on sale in December, but the price has yet to be decided.

SPEAK UP

• GOODMANS •
• 0753 549442 •



HMV
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MEGA-CD CHART

1 FINAL FIGHT (Capcom)
2 NIGHT TRAP (Sega)
3 ROAD AVENGER (Sega)
4 SHERLOCK HOLMES (Icom)
5 ROBO ALESTE (Sega)
6 AFTERBURNER 3 (Sega)
7 TIME GAL (Wolfteam)
8 JAGUAR XJ220 (Sega)
9 WOLFCHILD (Sega)
10 BLACK HOLE ASSAULT (Bignet)

HMV
KNOW HMV · KNOW GAMES

SUPER NES CHART

1 STARWING (Nintendo)
2 BATMAN RETURNS (Konami)
3 SUPER GOAL (Sega)
4 SUPER JAMES POND (Ocean)
5 WWF ROYAL RUMBLE (Acclaim)
6 GODS (Renegade)
7 CYBERNATOR (Konami)
8 B.O.B. (EA)
9 ALIEN 3 (Acclaim)
10 SUPER STAR WARS (JVC)

QUICK NOTES

• **Fans** of those top TV games shows will be pleased to hear that new series of both Channel 4's Gamesmaster and ITV's Bad Influence are now in production, and will be on our screens this Autumn. But we've just received the shock news that Gamesmaster frontman Dominik Diamond will definitely NOT be presenting the show's new series. He's been replaced by a new anchorperson, (who may be slightly more animated than Mr Innuendo) whose name will be announced soon...

• **If** you're itching to get your hands on a copy of Super Mario All-Stars, you might be well advised to wait for the official UK version, rather than splashing out now on the Japanese version, Mario Collection, on import. Our shop contacts tell us that the game will only run on a 60Mhz Japanese machine, and that it's not compatible with any plug-in converters. You have been warned...

• **Commodore** has once again lowered Amiga prices, presumably to make way for the launch of its new CD32 console. This time it's the top-of-the-range Amiga 1200, which has just had £100 slashed off its retail price, bringing it down to just £299...

• **Japanese** games giant Namco is setting up in Europe, and plans to release up to ten games for SNES, Megadrive and Game Gear between now and Christmas. Look out for Ms PacMan, Metal Marines, Battlecars and Suzuka 8 Hours, along with a tennis and football game, coming your way soon...

• **Virgin** Games has changed its name - they now call themselves Virgin Interactive Entertainment, which is more of a mouthful, but apparently a bit more posh as well. Just so as you know...

• **After** The Bitmap Brothers, Sensible Software and Graftgold, Renegade has added another high-profile development team to its ranks. The Australian team Binary Illusions has been signed up to write a game for Amiga and PC called Flight of the African Queen, but it might not appear until early next year...

You know the situation, you've got your brand spanking new super console with CD quality sound, but all you've got is a cacky old TV with sad crackly speakers to play it on. So you go and purchase a pair of cheap and tacky £1.99 speakers from the local stall down the market. But they're not much cop either, oh dear, what a sad state of affairs eh?
Well, now thanks to some new kit from those great blokes at Goodmans speakers specialists, you can at last have CD quality sound!
The Active 35s are small amplified stereo speakers with a power output of a quite noisy 20 watts, they have their own volume controls and are actually pretty loud.
The Active 75s are the really hard ones - these lads are also stereo amplified speakers but they have a rather large output of 80 watts! They have their own volume, bass and treble controls, and due to their size they can only run from a mains socket. Both sets of speakers come with all the connections needed to wire them up to your Megadrive or TV. The 35s retail at £24.95 and the 75s at £64.95.
If, however, you fancy winning your very own set, read on – courtesy of Goodmans we have one set of Active 75s, and one set of Active 35s to give away to two lucky readers! All you have to do is send us the answer to the following music related question: How many band members are there in Take That? After answering that very easy question, send your answers to: ALL I DO EACH NIGHT IS PRAY TO WIN THESE SPEAKERS, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

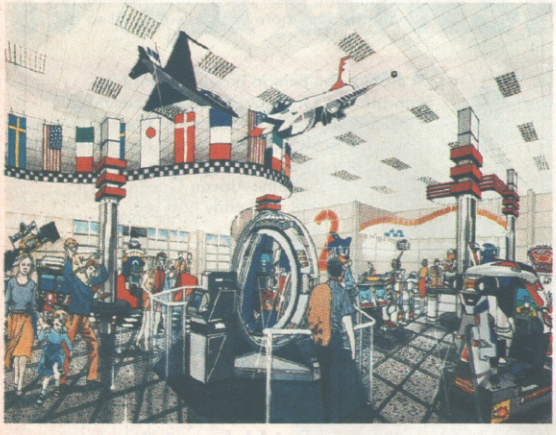
VIRGIN grabs a designer label... SEGA brings its amazing coin-op villages to the UK... and a fourth chance to cash in with SPOT THE SHOT...

THIS STORY BROUGHT TO YOU BY...

Some people standing around playing Goal and wearing Adidas tops. Like the ones we've got.

You've seen how product placement is taking over our TV screens - "and now The Darling Buds of May, sponsored by Tetley tea bags" etc. Well now it's happening in the world of games as well. One minute Ocean is announcing a tie-in with Pringle for its new golf name, and now Virgin has leaped into bed with Adidas to promote Dino Dini's latest soccer stunner Goal! As a result of the deal, Adidas logos have been splashed all over the Goal! packaging, and have also been programmed into the game, appearing on the perimeter fence advertising. Here at CVG we were particularly pleased to hear the news, because it meant we all got sent free Adidas football tops.

BIG IN JAPAN...AND OVER HERE



• SEGA • 071 373 3000 •

The all-conquering Sega increases its global massiveness later this year with the launch of its new Family Entertainment Centre in North London. Basically a huge video games village, Family Entertainment Centres have already been set up by Sega in Japan, at EuroDisney in Paris and in the Hamley's toy store. This latest one will occupy 8,000 square feet of the new Yaohan Plaza, a gigantic Japanese-style shopping centre in Colindale. The FEC includes attractions like the extremely excellent Virtua Racing, the vomit-inducing R360 simulator ride and Bowl Easy, an electronic ten-pin bowling alley. There won't be any fruit machines or gambling games there, though, as the FEC is aimed at families with young children. Yaohan plaza opens next month, with Sega's FEC going on-line shortly after.

An artist's impression of what the Yaohan FEC like look like. Looks a bit tasty to us.

SPOT THE SHOT

You've been getting a bit too good at this recently, we reckon. Too many of you getting it right. Just about everybody sussed that last month's corrupted piccy was from The Lost Vikings, for example, and quite quickly at that. Mind you, it was probably our fault for having some of the vikings in the picture. So this month we've decided to come up with a really HARD one. As always, this month's shot is from a game featured in the issue, but we might not have printed the actual original picture, so you'll have to be a bit imaginative if you want to walk away with £50 worth of software for your machine. Bung your answer in the post to SPOT THE SHOT 4 at the usual CVG address. Or if you're really desperate, drop Captain Cartridge a line. He's always a soft touch.

Go on then, suss this one out if you can!

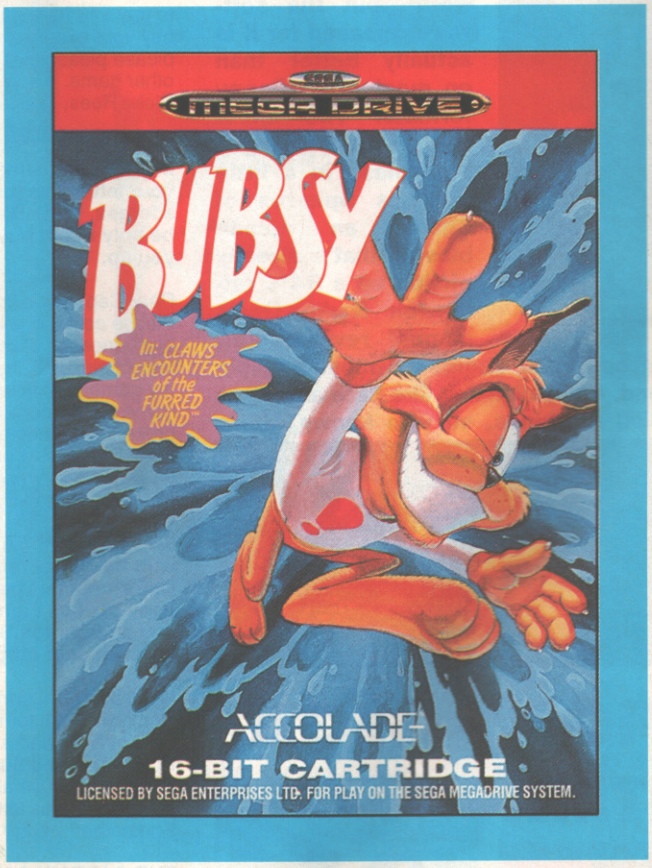
SPOT THE SHOT

HMV
KNOW HMV · KNOW GAMES

ALL-FORMATS CHART

1 JUNGLE STRIKE
(Megadrive/EA)
2 SENSIBLE SOCCER 92/92
(Amiga, PC/Renegade)
3 GOAL!
(Amiga/Virgin)
4 STARWING
(Super NES/Nintendo)
5 MICRO MACHINES
(Megadrive/Codemasters)
6 BATMAN RETURNS
(Super NES/Konami)
7 FLASHBACK
(Megadrive/US Gold)
8 SUPER JAMES POND
(Super NES/Ocean)
9 FINAL FIGHT CD
(Mega-CD/Capcom)
10 NIGHT TRAP
(Mega-CD/Sega)
11 COOL SPOT
Megadrive/Virgin)
12 SUPER GOAL
(Super NES/Jaleco)
13 SYNDICATE
(Amiga/Bullfrog)
14 ALFRED CHICKEN
(Gameboy/Mindscape)
15 KID DRACULA
(Gameboy/Konami)
16 PGA TOUR GOLF 2
(Megadrive/EA)
17 TOP RANKING TENNIS
(Gameboy/Nintendo)
18 GRAHAM GOOCH CRICKET
(Amiga/Audiogenic)
19 IMPERIAL PURSUIT
(PC/US Gold)
20 MICKEY'S DANGEROUS CHASE
(Gameboy/Capcom)

Another pun from Woolworths.
'Bubsy in: Claws Encounters of the Furred Kind.'



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£39.99

Available to buy on Sega Mega Drive.

WOOLWORTHS

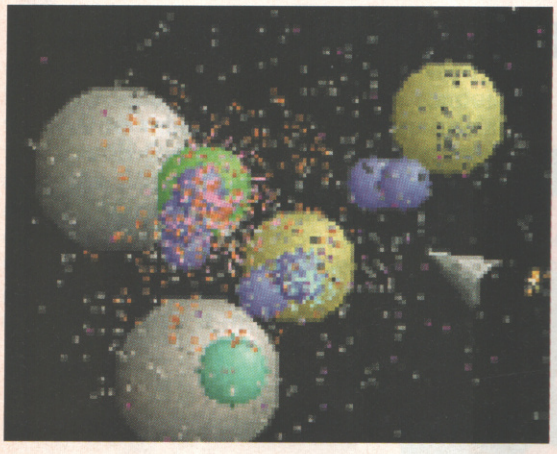
IT'S RIGHT UP YOUR STREET.

All items subject to availability

BACK TO the golden age of shoot'em-ups with the Archimedes...Streetfighter II CHAMPIONSHIP EDITION comes to the Sega... and CAPTAIN CARTRIDGE dispenses software justice to one and all...

IT'S CHAOTIC!

• MATT BLACK • 0733 315439 •



Frenetic Asteroids-style action in Spheres of Chaos - the best reason to buy an Archimedes yet.

The Acorn Archimedes might not be the most popular games machine in the world, but the software released for it is actually better than on most other floppy formats. The latest title to be causing a big splash in a little pond is Spheres of Chaos, an arcade blaster that's already picked up a 94% rating on Radio One's games review slot. "With a simultaneous four player option, it dumps on most console releases" reckons Dominik Diamond. Classic games like Elite and Virus all started life on little-known BBC machines, so who knows where Spheres of Chaos may end up? The creators are looking for a publisher to convert the game onto other formats, so if you're an interested software bigwig, give 'em a call why not?

IT'S CHAMPION - SEGA STREETFIGHTER!

• SEGA • 071 373 3000 •

After months of negotiation with Capcom, Sega have just got the go ahead for Streetfigther II Special Championship Edition. As we write the ink is still wet on the contract that could give Sega its biggest selling game on the Megadrive ever. Andrew Wright of Sega, managed to say through a cheesy grin, "We fully expect it to be the bigger than even Sonic II and anticipate it could be the number one Christmas game." The game will be Sega's first ever 24 Meg cartridge release and is expected to hit the shops in October costing a gob-smacking £59.99. Will it be any good?

The Name's Cartridge... CAPTAIN CARTRIDGE

Sent from the other side of the galaxy to deliver software justice to the needy of the planet Earth, Captain Cartridge has already received sackfuls of mail after his debut appearance in CVG last month. Unfortunately, most of the begging letters have been obvious fakes, sent by people who have no genuine sob story to tell, and the Captain knows exactly what to do with those... file them in the bin! But there are always a few genuine needy causes out there, and it's to them that Captain Cartridge dispenses his aid, sending out free games to those who, through no fault of their own, are missing out on the fun that the rest of us take for granted. So let's delve into this month's mailbag...

Dear Captain Cartridge
My mum and dad are on the dole. I have only got Axis F2 and Sonic and I am bored bored bored. My grandma bought my Megadrive for a Christmas present but refuses to pay £40 for a game. I have got a paper round so I can buy your excellent mag and try to save for a game. So please please please send me Mega lo Mania or any other game.
Ricky Rees, Doncaster

THE CAPTAIN SAYS: I am only too happy to help you in your predicament. Unfortunately, the top corner of your letter was torn off, so I can't read your full address. Write back to me, telling me what it is, and I'll be only too happy to send you something to cheer you up.

Dear Captain Cartridge
Please come to my resue. I have been deeply distressed ever since my cousins came to visit from Oxford. When my cousins saw my SNES, of course, they started playing my game, and when I wasn't about they couldn't get the game out properly and so they pulled the game out and broke the connector from the game to the machine. Please Captain Cartridge, please come to my aid, could you send me a replacement? The game was Final Fight.
Brendan Campbell, Northern Ireland

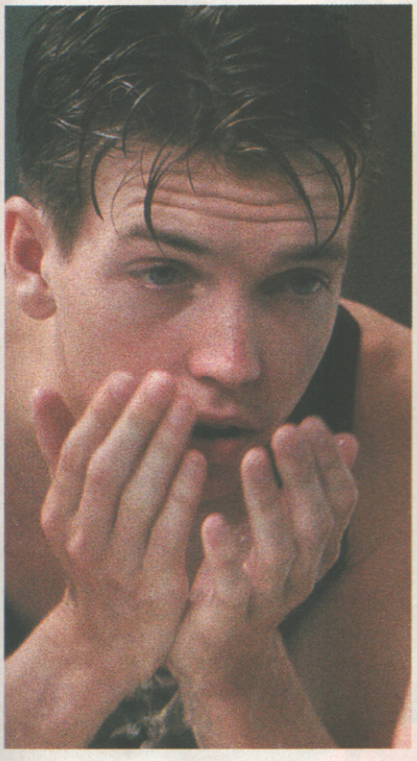
THE CAPTAIN SAYS: Oh yes, I am only too familiar with the "dozy relative broke my game" syndrome. Unfortunately I have been unable to lay my hands on a copy of Final Fight, but I am only too happy to send you another top SNES title to make up for it. Just don't let your dingbat cousins anywhere near it.

Dear Captain Cartridge
Could you fix it for me so that you could get me Cool Spot? I have had a Megadrive for over a year and only got Road Rash and Sonic. I have played Cool Spot once at my mate's house and loved it. Could you please please please print this letter? Thanks a lot, Chris Antooka, Edmonton

THE CAPTAIN SAYS: Ask and it shall be given. A copy of Cool Spot will be winging its way to you shortly.

DO YOU HAVE A PROBLEM? CAN NO-ONE ELSE HELP? If so, contact Captain Cartridge! The most generous man in the Galaxy has joined up with CVG and is waiting for your letter - genuined needy causes only, please, as the Captain can spot a fake a mile off. Address your pathetic begging letters to CAPTAIN CARTRIDGE at the usual CVG address.

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

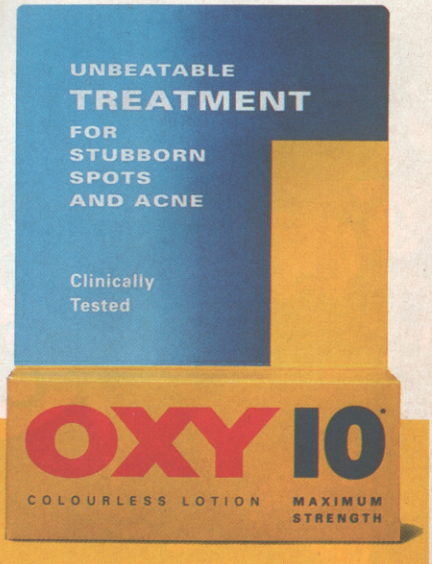
Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

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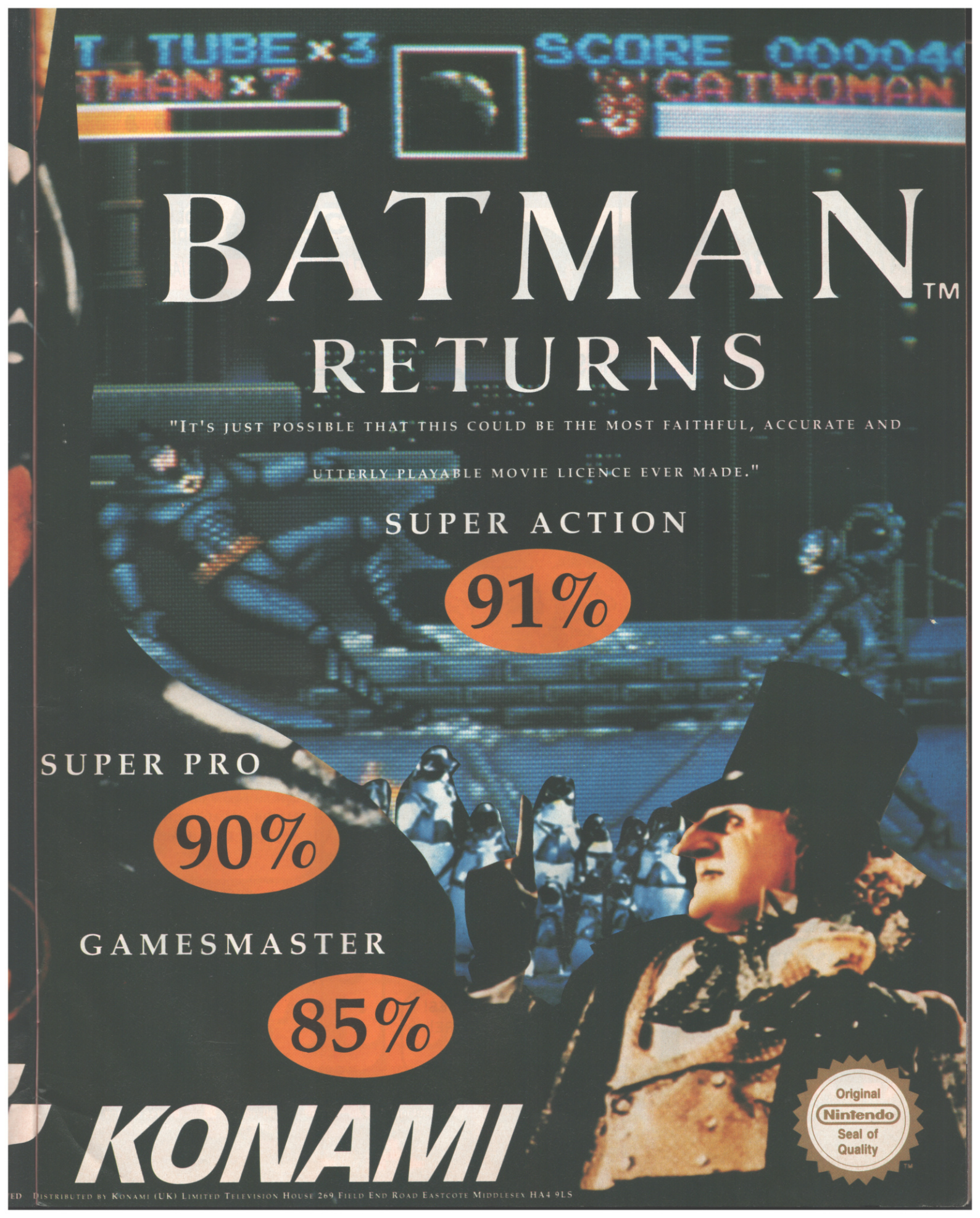
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WIN £150 WORTH OF GAMES!
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MEGA CD

A CVG FEATURE ON THE FUTURE OF GAMES

FILM QUALITY GAMES

FULL MOTION VIDEO EXPLAINED

MEGA CD

CDI

PC -CD

3DO

SATURN- SEGA'S NEXT 32 BIT CONSOLE?

3DO AND 32 BIT- WHATS'S BEST?

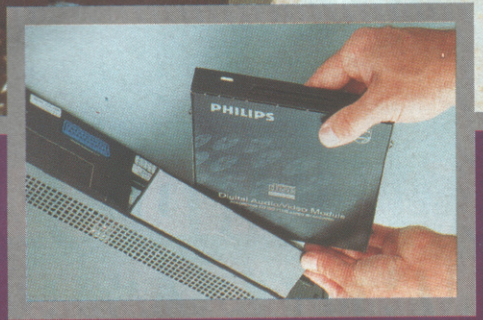
INSIDE ON CD

VOYER
7TH GUEST
CARTOON CARNIVAL
CAESAR'S PALACE
BOXING
and MORE!

ALL THE LATEST NEWS ON WHAT'S HAPPENING ON CD!

PHILIPS FANTASTIC! MARVELLOUS! VOLUPTUOUS!

The once-thriving British film industry may be on its last legs, but tucked away in a quiet village in Dorking there's a new generation of movie technicians, programmers and would-be actors beavering away with their film cameras. They're not making movies for the silver screen, though; they're working on the next big money-spinning blockbuster – full-motion video games!



Philips' ergonomic black box and remote controller may be a mystery to you now, but in the next few months it's going to become more familiar to you than the family dog! Once you've got over the formidable appearance of the beast, the concept behind Philips' CD-I player is simple. The design purposely mirrors that of a conventional video player and compact disc deck spliced together and is meant to blend into any living room around the globe. Once you've grasped the idea that this is the future of home multi-media, you'll begin to understand what Philips is trying to achieve with its marvel machine.

Philips believes it's created the ultimate home entertainment system for the whole family and, now the standard and design of its Full Motion Video cartridge is finalised, the icing is firmly set on the cake. Little Johnny can slap in the latest LucasArts CD Star Wars flight sim, dad can take a photography lesson on the player and the whole family can settle down to watch the latest movie releases in crisp Dolby CD stereo sound! You see, unlike Mega-CD and most other CD-ROMs, FMV has achieved on CD-I what no other system can offer; the complete, fully-rounded home entertainment package.

Visuals and sound are at the top of Philips' priority list and, despite what you think of the content of some of the previous disks, graphics, music, speech and animation have always been of the highest quality and put every other home computer format to shame. FMV is Philips' crowning glory. Technicians have been developing the system since MPEG (Moving Picture

Experts Group) set the FMV encoding standard in November 91. It's been a long 22 month haul, but in September the firm will release the little black box of tricks that'll revolutionise CD technology.

HIGH TECH GAMING

Disregarding the incredible music and film possibilities for a second, FMV on CD-I will offer even more. Games will feature incredibly detailed, realistic graphics and scratchy digitised film sequences will be a thing of the past. Philips don't actually have a completed FMV game yet, but they've got demos coming out of their ears. First titles will be Caesar's World Of Boxing and Hanna-Barbera's Cartoon Carnival. Caesar's features more than 30 live actors portraying fighters, trainers, promoters, reporters and ringside bimbos! It's like nothing you've ever seen before; the real video footage will be interactive and give you an incredible feeling of being a part of the exciting world of professional boxing. The arcade option lets you step into the boxer's boots, trading punches and battling your way to the top of the rankings table. The strategy mode allows you to manipulate one of 65 boxers and guide their careers, building them up to the ultimate title fight. Cartoon Carnival captures the fun and laughs of such familiar characters as Huckleberry Hound and Yogi Bear. There are six games with ten levels of difficulty; Scooby Doo's Adventure Island, Flintstone's Balloon Ballyhoo and the Jetsons Space Race are just a few of the games on offer. If a player wins he is given one letter to the title 'Cartoon Carnival'. If the entire title is spelt out the player is rewarded with a full, one minute clip of a famous Hanna-Barbera cartoon.

THE STORY SO FAR...

Philips have already sold 100,000 CD-I units worldwide, with 40,000 being sold across Europe. It hopes to have reached between 200 and 300 thousand sales by this time next year. The FMV cartridge will be on sale in September and most of the titles currently under negotiation or coding will follow in November. August is likely to see some competitive marketing changes for the machine, so we'd advise you to keep your eyes peeled for what promises to be one of the finest CD-based systems on the planet, before committing to a lesser format. Watch this space!

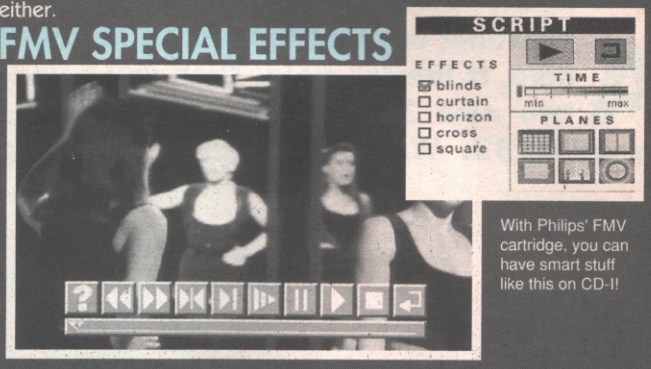
Hot or what? This sort of hi-tech is leading the way...

IT'S GOT THE LOT!

The FMV box will cost about £150 and plugs straight into the back of the CD-I player. It effectively turns your CD-I into a super video player with perfect picture pause and slow motion. There are no plans for an official complete CD-I FMV package, but it's expected that high street dealers will come up with their own. With the current price of a CD-I player standing at about £529.99, a further £150 sounds like a lot of moolah for young Johnny to fork out, but when you think that the combined gadgets effectively replace the home stereo CD player, video recorder, console games machine and computer, it's not that bad a deal! Also, FMV on CD will give you the added bonus of being able to jump into your favourite films and video music discs instantaneously, at any point. They won't degenerate in audio or video quality

either.

FMV SPECIAL EFFECTS



With Philips' FMV cartridge, you can have smart stuff like this on CD-I!

FMV opens up some incredible new avenues to games players and for special effects on video discs. This is the menu from Philips' own Technical Aspects Disc, the very one they've been supplying software developers with since April. The disc contains two FMV music video tracks featuring Bananarama and Dire Straits as well as some fantastic footage of ice hockey, mountain biking, skiing and underwater mammals. It demonstrates some pretty impressive stuff and programmers will be able to include such features as seamless jumps between FMV action, smooth loops in film sequences, paint graphics over FMV images and even create a window that can be changed in size and moved about the screen looking onto FMV film running behind it! The gadgetry even extends to creating a huge strip of film that runs horizontally and vertically on the screen. It's much larger than the screen itself and up to 360 degrees round. It can be scanned up and down, left and right with the remote controller to reveal action that has 'overlapped' off the edges of your TV! The effect is awesome with you actually being able to turn full circle in a game!

WHAT'S ON?

TOP FMV GAMES

One of the most exciting titles is the Full Motion Video version of the Agatha Christie-style whodunit, Seventh Guest. There are already CD-ROM versions of the game available, but this will be the first to give you total freedom to roam about a spooky mansion and examine rooms and objects from any angle. Featuring professional actors, special effect monsters and fully narrated storylines, the silky-smooth 3D animations are breathtaking as you guide your way through different locations wandering around tables and chairs, scuttling through doors, collecting objects, fighting ghouls, solving puzzles etc.

You get them all on CD-I!

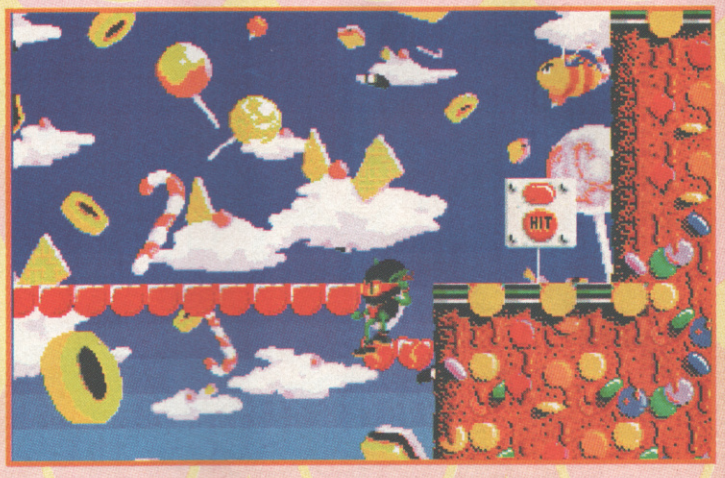
TOP FMV STARS

Although Philips' American division have signed up with the massive Paramount film company to convert all their movies to FMV disk the European deal has not been finalised yet, although it's almost certain to follow. The same goes for the 13 new, full screen FMV video titles in the American bag! Sting, Tina Turner, Bryan Adams, Bon Jovi and U2 are a few of the artists already signed and sealed for FMV CD-I release. Not only does the music sound incredible on the players, but the picture quality is pin sharp, being even better than Super VHS! The tracks are programmable as well, just like a normal CD, so you can play them in any order instantaneously. That means no faffing about trying to rewind or forward to the cut you want.

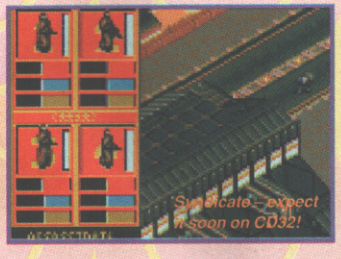
According to most industry pundits, the future of gaming currently lies with compact disc. If they're right, then you could well find yourself blasting away on either of the two new 32-bit based CD consoles, 3DO's Multiplayer or Commodore's Amiga-based CD32. Want to know a bit more about 'em? CVG puts the machines head-to-head!

3DO vs CD32

WHICH ONE WILL YOU BUY?



CD32
Price £299
Launched: Out Now



Undeterred by the spectacular crash and burn of their CDTV, Commodore have continued to push forward with CD technology and, with very little fanfare, have caught the major players totally unaware by pushing out the first CD-based 32-bit console! The imaginatively titled CD32 is a landmark machine, regardless of what the future holds in store for it. Not only is it the first 32-bit console to hit the UK, it's the first one on sale anywhere in the world.

This is the one machine Commodore must sell, as recent financial losses have left them in a very unstable position. Their original intention was to get the machine on the shelves for a mere £199, which would have destroyed all the competition. Unfortunately for us, exchange rates and other complicated market and production business has forced the price up to its current £299, although industry sources suggest the price could drop to below £200 in the future.

UNDER THE HOOD

The tech-spec is certainly impressive. At the heart of the CD32 is a powerful Motorola 68020 processor, which also drives Commodore's successful A1200, giving it a running speed of 20Mhz. To you and me that means almost twice the speed of Sega's Mega-CD and five times that of the SNES.

All that processing power wouldn't mean squat if the machine couldn't cut it in the graphics department. For this Commodore have again turned to the A1200, and produced a re-worked version of its AGA (Advanced Graphics Architecture) chipset, which is capable of displaying an incredible 256,000 colours from a palette of 16,800,000. According to techy-bods, that's the maximum amount of colours the human eye can perceive, so there you go.

WHAT ABOUT THE DISC DRIVE?

The CD32 has a double-speed drive, capable of reading CDs much faster than conventional audio CD players. To prevent any pauses while the machine accesses the disc, there's 2Mb of buffer RAM which the upcoming sections of games are loaded into before you reach them.

Commodore also claim the machine is expandable to full computer spec. To do this they've given the CD32 a full version of the Amiga Workbench operating system and are currently developing a disk drive and keyboard for it. Whether or not this will interest people who will be buying CD32 primarily for games remains to be seen.

GAMES, GAMES, GAMES!

Currently there are only three titles available for the CD32, although we're promised between 50 and 100 by Christmas. All the major companies are developing for it, although many of the forthcoming games are merely conventional Amiga games re-worked slightly for the new format. The retail price is certainly good news though, with games coming in at between £19.99 and £29.99.

3DO

Price £499 (estimated)
Launched: Early '94 US '95 UK

3DO – is this THE machine for the 90s?

While the talk over here is about the CD32, on the other side of the Atlantic the buzz word on everyone's lips is 3DO. The 3DO Interactive Multiplayer, as they call it, is the result of several years of research by The 3DO Company – a conglomeration of some of the best home computer brains brought together by Electronic Arts' founder, Trip Hawkins. Within a relatively short space of time their work had attracted interest from some of the largest media companies in the States, including Time Warner and AT&T, and has built up an impressive list of software.

IN THE BOX

3DO's technical specifications are very close to those of the CD32. It utilises a similar 32-bit RISC processor and graphics chip set which allows it to display the same number of colours as its Commodore rival. However, it also contains a set of custom chips which the 3DO company call Cinematic Software Tools. These are specifically designed to let the machine produce loads of weird effects, such as pasting sprites over 3D objects and rendering objects in 3D then warping them. The advantage of this is that the main processor doesn't have to worry about crunching the extra information while you're trying to shoot things. Instead of manufacturing the console themselves, the 3DO Company are selling the manufacturing rights to whoever can stump up the asking price. This means that there will actually be several different versions of the machine on the market at once. Because of contractual stipulations, it's highly unlikely that we'll see companies trying to undercut each other, but on the plus side they're guaranteed to be compatible.

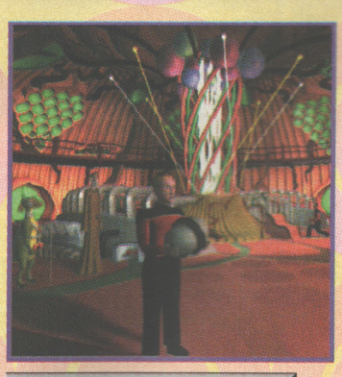
EXTRAS! EXTRAS! READ ALL ABOUT 'EM!

3DO are also planning an impressive range of hardware add-ons, including a pair of virtual reality glasses which could scupper Sega's VR machine. Also lined up is a modem which will let you play games with your mates over the phone (and generate a bill so big your parents will kick you out of the house), and a MIDI interface so you can hook up music keyboards and the like to it.

SOFTWARE GALORE

When it comes to software the 3DO is more than well represented. Existing smash-hits such as Road Rash, PGA Tour Golf and John Madden's will be appearing alongside original titles like Star Trek: The Next Generation and an incredible interactive movie version of Jurassic Park. Plenty of educational discs are also in the pipeline, along with entertainment packages such as CPU Bach, which plays some of the composer's most famous pieces to your specifications. It doesn't stop there, though; big names such as Ocean, US Gold and Virgin also developing software for 3DO.

Aside from any technical advantages the console may have, the awesome array of names attached to it could just give 3DO the edge in the upcoming battle of the 32-bit consoles.



MOVIES ON DISC

Both machines have FMV cartridges in development. These gadgets will let you play Full Motion Video CDs on the respective consoles, but they'll set you back at least £100 extra. Two months ago all the major players in the FMV field got together to agree an industry standard for their releases, which basically means you'll be able to run FMV disks on any machine with the right set-up. The advantage of this is that FMV movies are clearer than usual VHS films, although seeing as standard CDs can only store 76 minutes of film, it means that you'll need to swap some disks half-way through the movie. Doh!

VERDICT

While both machines are closely matched in technical terms, Commodore have gained a significant edge thanks to their machine's low price and by simply being on the shelves first. 3DO, on the other hand, has the power of some of the biggest guns in the entertainment world. Tie-ins with MCA and Time-Warner promise some incredible interactive movies. Until both machines have been on the shelves for a while it will be impossible to tell which, if either, has the upper hand. So don't call us asking "Which is better?" – wait and see how they perform!

PAUL RAND

SEGA'S 32-BIT SATURN REVEALED!

The rumours about the imminent arrival of the new breed of 32-bit consoles have been flying for some time but now Sega, ever on the ball, look set to turn these flights of fancy into reality with their new machine, the Saturn, which is already being billed as bigger and better than 3DO! Sega have already made their mark in the realm of 32-bit technology with arcade machines like Virtua Racing. Now they're trying to bring the phenomena into the home with the CD-based Saturn. Lucy Hickman reports...

Is this the future of home entertainment? Probably not, as this is just an artist's impression of what the Saturn could look like. We'll bring you more news as it comes in!

WHAT'S IT GOT?

According to an inside source at Sega of Japan, comparing the graphics capabilities of the Saturn to the new 3DO multimedia machine is like comparing 2D to 3D and if you look at this system's statistics, which read like a techno freak's dream, it could just be true. Imagine, if you will, a machine with a graphics chip so advanced that it is capable of producing 16.7 million colours through its 24-bit pixels. On the understanding that the Super Nintendo has a palette of only 32,000 colours and the Megadrive a paltry 65, that's a lorra lorra colours in anybody's book.

Sega have sweated blood producing a custom-built 32-bit processor which is roughly based on the existing V60 NEC 32-bit chip but with a massively improved performance. Speed is going to play a big part in this baby – the current prototype processor runs at 27 MHz and when you consider that the Megadrive only has a 7.61 MHz processor and the Super NES runs at only 3.58 MHz, we're talking fast!. But even if the V60 only ran at 3.58 MHz, it would still process similar tasks a lot quicker because the Saturn chip is inherently faster and it's a RISC (Reduced Instruction Set Chip), which means that program code is simpler and quicker to execute.

IT'S GOT THE LOT!

Due to something known as 'The Alpha Channel' – apparently some sort of hardware graphics filter – the Saturn can produce "transparent" colours (as seen in Super NES games), modified colour palettes and textured shading (as seen in Virtua Racing). Another feature nicked from Virtua Racing includes a highly advanced polygon generator chip which Sega have slapped into the Saturn. This chip can display and animate over 16,000 polygons on the screen at once! Eat your heart out Nintendo — this baby makes the Super FX chip look like Playdo.

Okay, so it all sounds hunky dory – but don't start wetting your pants yet, It would appear that the Saturn won't even be out in Japan until the end of next year so God only knows when it'll be winging its way across the ocean to Britain. On the pricing front, it looks like Saturn will hit the shelves for about $400 in America and in the UK we'd guess it'll cost around £350. Oh, and if all you Mega-CD owners are hoping for Saturn compatibility with your machines, tough. As the saying goes, no way José!

UNDER THE SPOTLIGHT

You've had the gen, now look at the hard facts – the stats of the current Saturn prototype machine:

MICROPROCESSOR: Custom 32-bit processor based on the NEC V60, with speed modifications by Sega and Hitachi to make it run at 27 MHz.

GRAPHICS: Custom 24-bit processors with Alpha Channel effects.

COLOURS: A massive palette of 16.7 million colours!

POLYGON GENERATOR: Capable of displaying and animating 16,000 polygons on-screen!

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CELEBRITY CHALLENGE

with KEVIN KEEGAN

CVG's star-studded challenge series rumbles on into another month, and with the new footy season just underway, we've gone back onto the pitch as part of our Summer Soccer Spectacular. So, step forward newly-promoted Premier League manager Kevin Keegan to take part in the toughest CVG challenge yet...

THE CHALLENGE

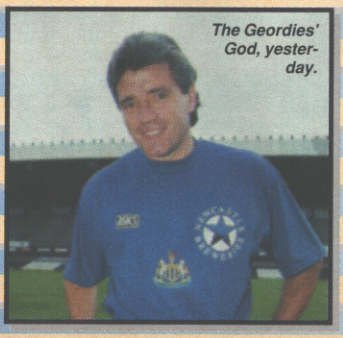
Former Liverpool and England superstar Kevin Keegan has just led his team Newcastle United into the top-flight Premier League. But could he repeat his legendary success as a team boss in one of the most accurate management games ever devised? We dispatched our resident Geordie Paul Rand to deliver the challenge to Kevin on his home turf of St James' Park, home of the Magpies. Kevin was given a week to take his computerised version of Newcastle Utd from the bottom of the league to top-of-the-table glory. No easy task, even for one of the game's top managers. But playing during close season, Kevin was able to put plenty of practice in. This is his personal diary of what happened...

Glory glory Kevin Keegan...

Randy hands over the Player Manager cart to an excited Keegster. The challenge is on!

We thought we'd try something a bit different for the Challenge this month. Normally they're rather confrontational affairs based around two-player games, with a CVG staffer taking on a top famous bod. But seeing as how we keep getting stuffed by the celebs, we've gone for a bit of a change of pace. To tie in with Newcastle United manager Kevin Keegan's endorsement of Anco's new Player Manager game, we decided to find the answer to that age-old question... how good would a real football manager be at his own football management game? Let's see, shall we?

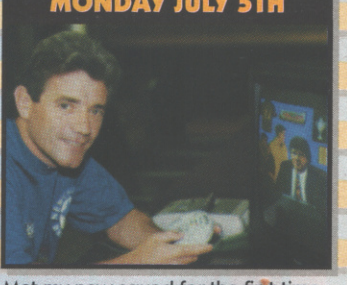
Kev with the cart that will take over his life for the next seven days.



The Geordies' God, yesterday.

KEVIN KEEGAN'S DIARY OF A PLAYER MANAGER

MONDAY JULY 5TH

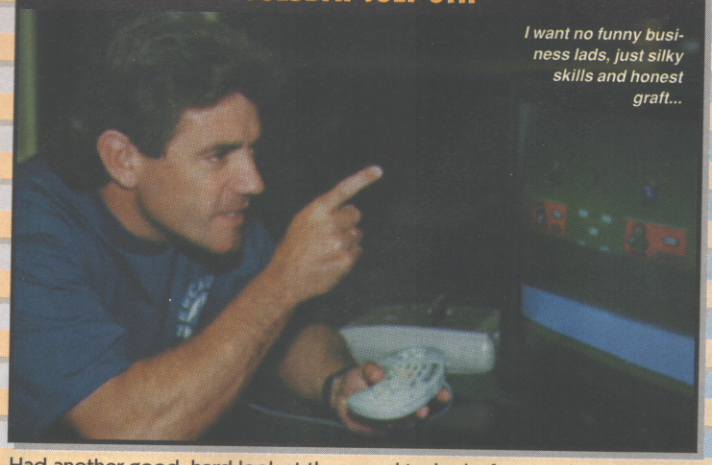


Met my new squad for the first time today. Took a little time to go through them one by one and weigh up their statistics. A few promising players here, but quite a few carthorses, too. I'll put the lot of them on a gruelling training routine and see how they fare in a couple of pre-season friendlies. Then we should see the cream float to the top.

I just let the lads out on the pitch for a friendly game against the computer. What a disaster! 4-0! We can't afford that kind of result when the season starts. If nothing else, I managed to isolate the shirkers, and I've let them know that I will no longer be requiring their services. If I can get a decent price for the three I'm getting rid of, there may be enough cash in the coffers to get a decent striker — we're definitely looking weak up front.

Gave our scout his instructions. "Get me a striker with plenty of stamina and a bit of that old razzle-dazzle." I've little hope of tempting Gazza back home, but there's plenty of talent out there waiting to be discovered. Let's see what happens.

TUESDAY JULY 6TH



I want no funny business lads, just silky skills and honest graft...

Had another good, hard look at the squad today before casting my eye over the transfer markets. Those three donkeys are already up for grabs, so we'll soon see if any other clubs are interested. I also had a look to see who was on sale, and a few names caught my eye, but there's nothing in my price range. I need to get results early so I can pack the fans in and get good gate receipts to boost my purchasing power. But how can I do that if I can't afford a reliable target man in the first place? It's a vicious circle that all managers have to break.

Yesterday's practice game also threw up some sloppy midfield play, so I've rejigged our training schedule to suit. With any luck this should tighten us up a bit at the back so at least we won't concede as many. I'm fairly happy with the general make-up of my side at last, so I'm going to take the plunge and start the season proper tomorrow. I'll need to pack in as many games as I can in a day if I'm to finish in a decent league position by the challenge deadline on Sunday, and that might mean cutting corners. Gulp.

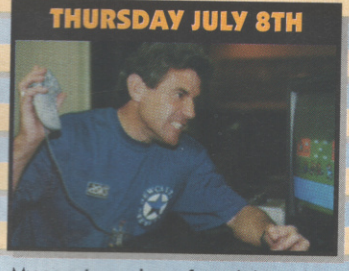
WEDNESDAY JULY 7TH

The first game of the new season draws us against Sheffield United. I've studied their team and they look strong all round. I'm confident that our defence is solid, but I've still got a gaping hole up front. I'm throwing everything into a 4-3-3 formation and giving my forwards orders to shoot on sight. If I throw enough mud against the goal, maybe some of it will stick.

FULL-TIME

Success! As I predicted my defence held firm. My Number 6 produced an out-of-the-blue goal that took us to victory over the Blades, 1-0. As it turns out, the other results from around the country generally went our way, so after our first match we've gone from the relegation zone to a respectable 12th place.

THURSDAY JULY 8TH

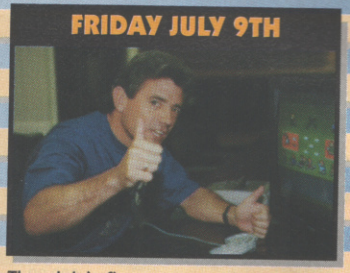


My scout may have found the striker I'm looking for. He doesn't come cheap, but I can just about scrape the cash together to sign him. We're going up against Tottenham, West Ham, Everton and Man City. None of them are easy, but I'm confident we can absorb the pressure. An early win does wonders for morale.

FULL-TIME

At the end of the day I'm pleased, with wins against West Ham (2-1) and Man City (1-0). But we only drew against Spurs (2-2) and Everton took us to the cleaners, 3-1. Seven points out of a possible twelve is nothing to be sneezed at, though. I admit I made a mistake fiddling with our defence — the lesson for today is if it ain't broke, don't fix it.

FRIDAY JULY 9TH



The club's finances are looking good after yesterday's crowd-pleasing results. I could afford another player, so I might go on the lookout for a midfielder. Otherwise I'm perfectly happy with the team, and I don't expect to make any changes to my line-up for today's matches. At this late stage I need consistent results — losses now will make it nigh-on impossible to finish well by the Sunday deadline.

FULL-TIME

We won four of the games we played today, drew two and lost one. We're in fourth place on 23 points, so things are really looking good. Two of our upcoming games are with teams above us in the table so, while they're bound to be strong opponents, each win would be a real six-pointer. Ooh, I'm excited!

SATURDAY JULY 10TH

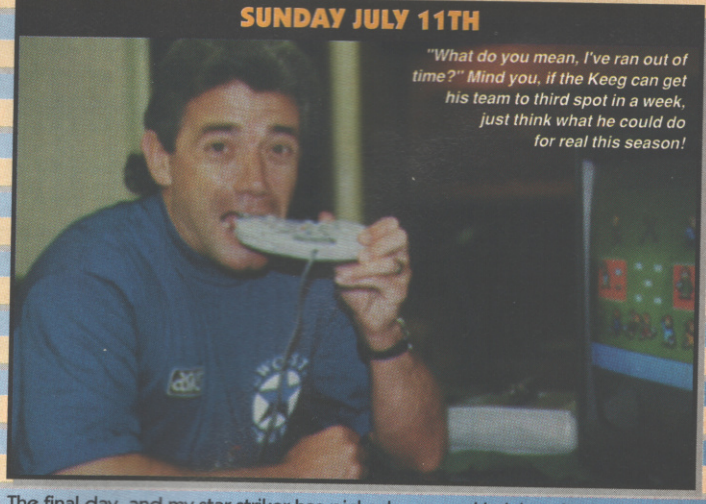
It's not all fun, fun, fun!

I've bought a new midfielder for a tidy sum — he actually cost less than my striker, but the cash is rolling in now so it's less of a strain on the old wallet. I've already got him in training with the rest of the lads, and I'll try him out in the games later today. If he can plug this annoying hole in midfield, it'll take the pressure off my back four and, theoretically, we should concede less goals.

FULL-TIME

In the five games played today, we let in only two goals. Best news of the day, though, was giving top-of-the-table Aston Villa a good stuffing 4-1, which drops them down to third and, along with the rest of the results, shunts us into second place. I want to play more, but it's getting late and there's still a whole day to go. Time to call it a night. And to think I was worried!

SUNDAY JULY 11TH



"What do you mean, I've ran out of time?" Mind you, if the Keeg can get his team to third spot in a week, just think what he could do for real this season!

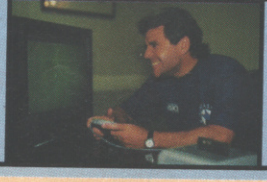
The final day, and my star striker has picked up an ankle injury that will sideline him for the next three games. I've got to get that ball in the back of the net. It's too late to be making fancy changes now. All I can do is put out the best team I know and hope for the best.

FULL-TIME

I think I rushed things. I only played four games today, but managed to lose two of them and draw the other two, which just about scuppers my chances of scraping back to the top spot by the end of the day. Currently I'm in third place, but CVG is coming to pick up their Super NES later today. It's a shame, because I came so close. Maybe if I hide the SNES in the cupboard and tell them I lost it? Victory shall be mine...

THE FINAL WHISTLE

In the end, Kevin Keegan had to give us back the Super NES after specially-trained sniffer dogs found it hidden under the floorboards. Kev never quite made it to the top of the table, but any manager who can take a team from last place to third in the course of a week can't be doing badly. Maybe he should take it up professionally...



CVG CELEBRITY CHALLENGE HALL OF FAME

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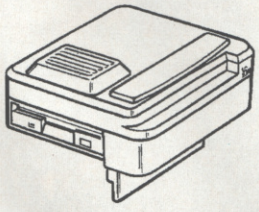

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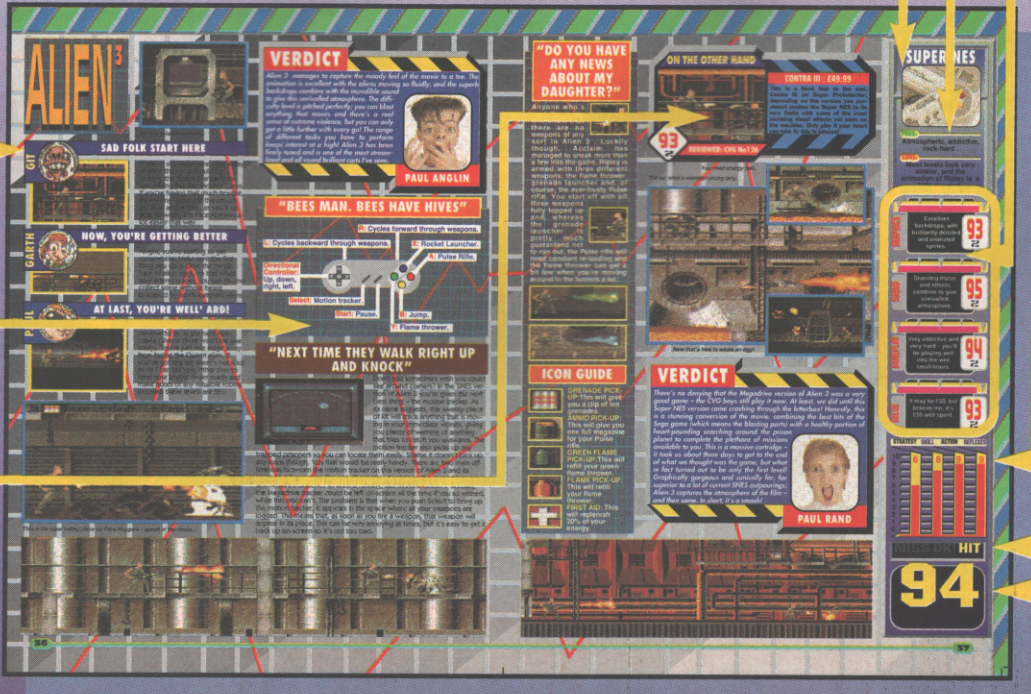

What skills do you need for the game? We tell you exactly what makes the game tick and the combination of skills you'll need to play it.

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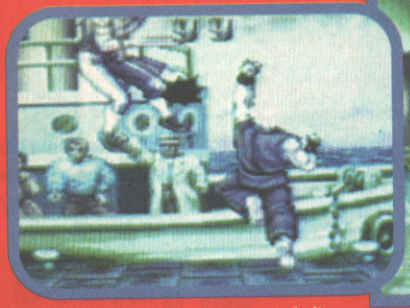
Overall score. Just how good is this title? The higher the score, the more excellent the game!

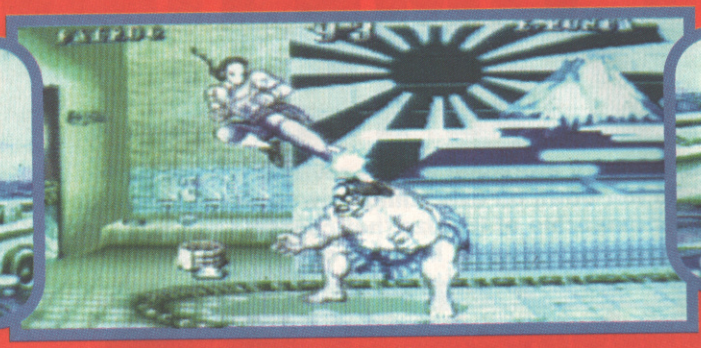
REVIEW

PC ENGINE ▶ by CAPCOM ▶ £95.00

OUT: On import. Thanks to ACE Consoles (071 439 1185) for the review cartridge.



The dragon punch is the best way to halt Balrog's leaping aerial attacks.



Balrog plants a big one right on Eddie Honda's head.

A backbreaker is an especially damaging move in this version of the game, sapping more energy than ever.

SIX OF THE BEST

To get the best out of PC Engine Streetfighter 2 you'll need to change your joypad. You can now get hold of special six-button pads which have been launched to coincide with the release of the game. With a standard two-button pad you can only access the heaviest or lightest punch and kick, which makes SF2 very difficult to play. With six buttons, however, you get all the moves and, just like in the coin-op, the punches are on the top three buttons with the kicks on the bottom trio. If you're going to get Streetfighter 2 you had better get one of these pads to go with it, otherwise your sad limited attacks will prevent you from completing the game.

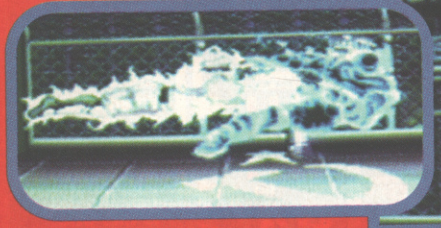
STREET FIGHTER II'

CHAMPIONSHIP EDITION

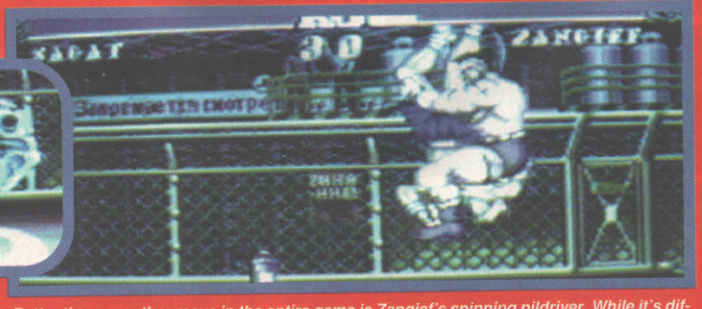
Sho-Ryu-Ken! The coin-op smash makes it to the little NEC wonder – and how!

The PC Engine is often the one console overlooked when it comes to the big name games – but not this time. From seemingly out of nowhere comes Streetfighter 2, and it's the Championship Edition to boot! Somehow, Capcom have managed to cram an incredible 20 megs of data on a miniscule Engine cartridge and the results are stunning. All the backdrops, music and sound effects from the coin-op are featured – and it's fast, too! There are even six button joypads available, which are practically essential for the game. With all that, what more could you ask for?

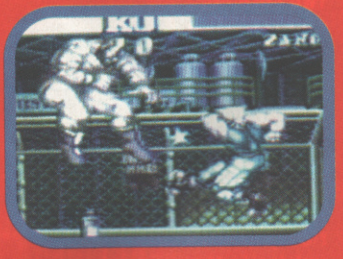
Sagat's tiger uppercut is an almost complete rip-off of Ken and Ryu's dragon punch, although it's not as powerful.



Vega's torpedo is effective if you follow it with a throw by hitting hard punch when you land next to your opponent.



Better than any other move in the entire game is Zangief's spinning pildriver. While it's difficult to execute, any opponent caught with one can expect to lose up to half their energy.



WHAT'S IT ALL ABOUT THEN?

It's highly unlikely that anyone reading this doesn't know about Streetfighter 2, unless they belong to a tribe of Patagonian pygmies who've just taken out a subscription to Sad Man Monthly. The aim of the game is to simply prove how hard you are by beating up a dozen of the world's greatest fighters. Your fighter can be any one of the game's 12 stars, whose combative talents range from fire breathing to incredible jumping punches. In the original version of the game you could only play the first eight characters, but after it became the world-wide number one coin-op Capcom realised they could spin it for even more cash by releasing an enhanced version – the Championship Edition!

Of all the characters in the game, Dhalsim is the slowest. He has no new moves and is easily stomped on by the likes of Vega.

A slow fireball from Ken or Ryu will nearly always catch out high flying characters such as Chun-Li and Guile.

Vega's high jumping abilities and massive strength make him a formidable opponent. Especially if you master all of his smart special moves.

Ryu vs Ryu. With an even match like this the winner is usually the person who knows all the special moves.

THE BOSSES AND HOW THEY WORK

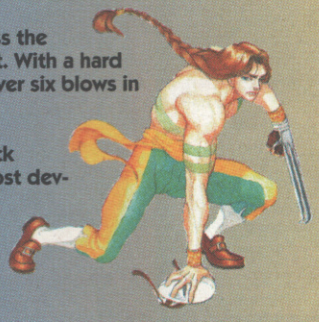
For the first time on a console – well, until Nintendo release Turbo on the SNES – you can play the final four characters. Here's a bit about them and, more importantly, how to execute their special moves. And no, we haven't got their names mixed up, this is what they're called in this version so yah-boo-sucks to you.

BALROG

With lightning-fast moves, Balrog is the speediest character in the game. He also has a set of strap-on claws just to make no bones about the fact he's hard.

Rolling crystal flash: L/R/Punch
Balrog spins across the ground, claws first. With a hard punch he can deliver six blows in quick succession.

Izna Drop: D/U/Kick
This is Balrog's most devastating move. He leaps into the air and descends claws-first onto his hapless victim.

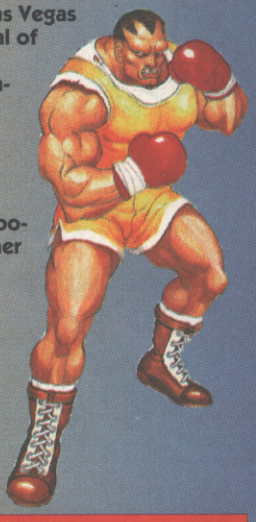


M BISON

This mean boxer from Las Vegas has a devastating arsenal of punches, but no kicks, which leaves him vulnerable to aerial attacks.

Dashing uppercut: L/R/Punch
Bison slides across the screen to flatten his opponent with a sledgehammer punch.

Power punch: Hold all three punch buttons then release. A high-powered killer punch capable of draining lots of energy even when your opponent is blocking!



VEGA

Undoubtedly the hardest character in the game, Vega has a uniform fetish and a vast array of completely awesome moves.

Torpedo: L/R/Punch
Vega flies across the screen, charged up with mystical energy or something. Not very damaging, but good for getting out of a tight spot.

Head press: D/U/PUNCH
A giant leap ends up with Vega jumping onto the head of his victim then giving them a jolly good slapping as he lands.

Knee press: L/R/Kick
A stunning three-hit move which consists of a spinning jump and several kicks to the shins.

SAGAT

Despite being deficient in the eye department, Sagat is one tough cookie. He's also very tall, which gives him an incredible reach.

Tiger uppercut: R/D/D-R/R/Punch
Similar to Ryu and Ken's dragon punch, but with a greater reach.

Tiger shot: D/D-R/R/Punch
A high-powered fireball that travels at incredible speed.

VERDICT

This is a real turn up for the books! In terms of action, PC Engine Streetfighter 2 almost manages to match the SNES version blow for blow, and being the Championship Edition you can thrash the life out of anyone with the hardest characters! In fact I only have two niggles with the game; the music is a bit poor and slow and it's almost impossible to play the game with the standard two-button pad. Apart from those faults, and the slightly purple graphics, this is a fine a conversion as PC Engine owners could ask for. You cannot afford to miss it!

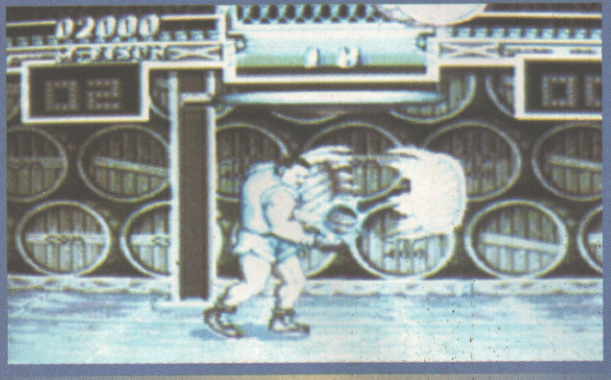
STEVE KEEN

WELCOME TO BONUS STAGE

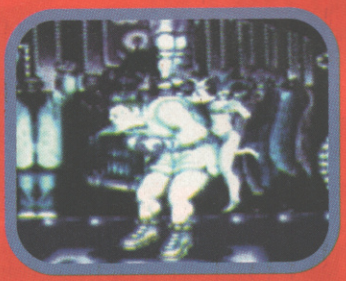
SF2 contains several bonus stages where the aim is to trash inanimate objects, thus proving how hard you are. The original game had three, although, probably for memory reasons, the Engine version only has the two. The oil-drum stage is the one that got away; however, we are still left with these two excellent examples of violence.

Car smashing: Somebody's made the mistake of parking in the space designated 'Ace Streetfighters Only', and he doesn't even have a disabled permit. There's only one way to remedy this situation and that's to employ your amazing combat skills to destroy the offending vehicle. Blanka, Honda and Chun-Li are the best at this because of their special attacks.

Barrel bashing: Wooden barrels fall from the ceiling and all you have to do is smash them. If they land, chances are they'll flatten you and roll off the screen, so you won't get a perfect score.



The best characters for this stage are Ryu, Ken and Guile because of their strength, speed and excellent high kicks.



It looks dumb, but this is actually the head-press, one of Vega's special moves. It works best when the fighters are at opposite sides of the screen.

Because of his awesome uppercut, Sagat is quite capable of blatting Vega out of the air every time he tries something flashy.

Bison's power punch is capable of draining a large lump of energy even if the recepient is blocking.

The dashing upper-cut is a good move when it works, but all it takes is a low kick to thwart this devastating attack.

Balrog's Izna drop is a very good move, especially if your opponent is jumping at the time. In this situation Blarog puts away his claws and executes an incredible mid-air piledriver.

PC ENGINE

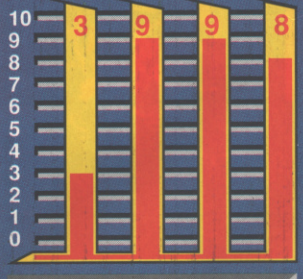
PROS: All the characters, moves and effects of the arcade original.
CONS: A six-button joypad is pretty much essential if you don't want to play like a donkey.

GRAPHICS — A bit on the purple side, but they're large and very well animated. **90%**

SOUND — All the tunes are there, but they sound slow and a bit iffy in places. **80%**

GAMEPLAY — It's Streetfighter 2! What more can we say? **91%**

VALUE — Having the four end characters to control extends the game's longevity. **92%**



92

VERDICT

They said it wasn't possible. What were they talking about? Streetfighter 2 on the Engine, of course. As you can see, it's perfectly possible, and pretty brilliant as well. I do agree with Stevie on his two niggles; the music is not much cop and irritatingly slow, and the six-button joypad is really indispensible when playing, so be prepared to shell out for one when you by the cartridge. The best thing about Streetfighter 2 is that it's going to be so popular that surely NEC will consider launching it in the UK and a big boo hiss to them if they don't.

PAUL ANGLIN

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KONAMI

Distributed by Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

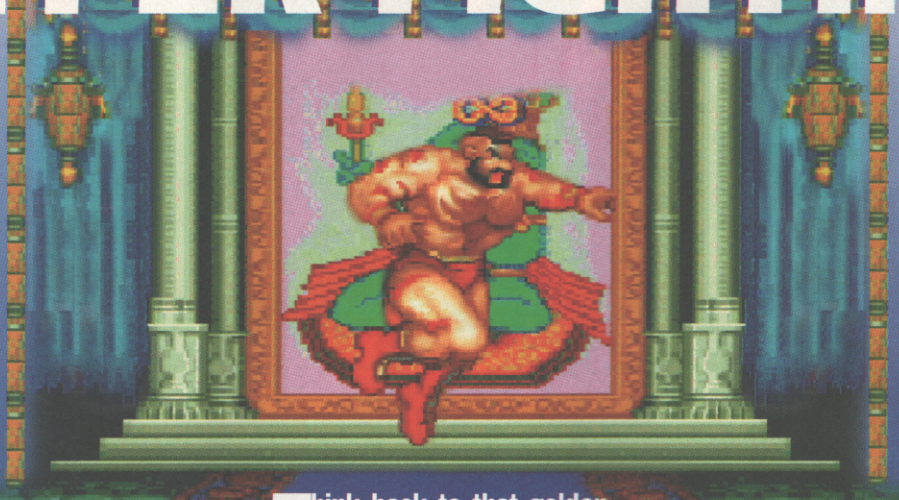
REVIEW

SNES | by CAPCOM | £100.00

OUT: On import. Thanks to ACE Consoles (071 439 1185) for the cartridge.

THEY'RE BACK! AND THIS TIME, RYU, BLANKA AND THE REST ARE TAKING NO PRISONERS!

STREETFIGHTER 2 TURBO: HYPER FIGHTING



Think back to that golden Streetfighter II era, when every magazine, school playground and arcade was overflowing with SF2 gossip and debates on hot tactics and SF2 shenanigans. As the months rolled by and players had perfected all the characters, attentions turned to the mysterious bosses. Wouldn't it be great if we could play them? Despite all the bleating from other mags and hundreds of phone calls, CVG stood its ground and proclaimed that, with the existing cart, this was impossible and we were right! But now, at long last, those infamous bad boys are within your grasp with SF2 Turbo – and with them comes a whole lot more!

SPEED IS OF THE ESSENCE

As the very name suggests, Streetfighter II Turbo Hyperfighting's all about speed and the characters now all move at a blistering pace. There's hardly any time to blink on the highest Turbo setting and although the characters don't put out as much damage, the bouts are decided fast! Graphics have also been brushed up and the colours are a lot brighter and bolder, although the character selection icons are a bit cack! There's more sampled speech too, with cheers and crowd noises being added to the usual combat cries. Make no mistake; this is a massive 20 Megabit cartridge, and the whole caboodle is completely shoe-horned in like a tin of giant mutant sardines; in other words, it's big.

The two Spaniards fence it out.

Flaming fury! Vega toasts another sap.

VERDICT

This is a dream come true! The new graphics, colours, sampled speech and sound effects put the icing on the cake to the greatest game in history! Capcom's cunning decision to add special moves to the usual characters and revamp their performances is a master stroke; the cart feels like a totally new game! Surprisingly, controlling the bosses is a letdown – none are as deadly under your control as they were in SF2. Importers will have a field day with this; if you've got SF2, find someone who'll buy it and grab the sequel – it's massive!

STEVE KEEN

Smack that big boy back to the jungle!

ART FOR ARTS SAKE!

RYU Karate's Ryu's bag. He's studied the art to perfection under the same master as Ken. Although they have the same moves Ryu's feel slightly more sluggish than his American buddy's.
Dragon Punch – Lift opponents clear off the mat with the most powerful move in the arena!
Hurricane Kick – Batter skulls and break balls with the whirling warrior's ultimate kicking force.
Fireball – Ryu's most useful move. The awesome rush of flames has saved his skinny white ass more times than he cares to remember!

E. HONDA World Sumo Champion Honda thinks his art will be enough to quell the rest of the world's fighting furies, but it doesn't stop him using some extremely rough tactics!
Human Torpedo – Over 300lbs of Japanese lard hurtling towards you is not a pretty sight!
Hundred Hand Slap – The fat boy's slow on the move but can sure pack a speedy punch or twelve!

BLANKA Lives to fight and knows nothing else. He's been reared from an infant by the very jungle itself and as a result has harnessed some extraordinary powers.
Electric Shock – Send 30,000 volts through anybody stupid enough to get in your way. Blanka's got two speeds of power up and the faster you tap the more shocking it becomes!
Rolling Attack – Turn the jungle terror into a horizontally spinning cannon ball.

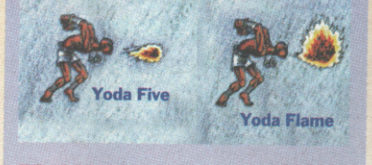
GUILE The army squaddie turned fighter pilot has learnt how to control sonic waves and regularly breaks the sound barrier with his mighty punches and kicks which produce massive bursts of sound that blast over his opponents.
Sonic Boom Frenzied arms for the sonic equivalent of the fireball.
Sonic Kick – Brilliant for defence and excellent for combos, the kick produces a massive arc of sound that connects with the chin for serious damage! Not soft, but effective

KEN The gutsy American fancies himself a bit and is a hit with the ladies. This often gets in the way of his fighting and his erratic nature makes him lose concentration and make stupid mistakes.
Dragon Punch – His most awesome form of self expression. Total carnage!
Hurricane Kick – The whirly bird of torrential power kicking.
Fireball – Let loose any one of three speeding balls of fire to fox and burn opponents into submission.

CHUN LI The only female in the tournament, the Chinese star is one of the most dangerous competitors. Her incredible speed and brilliant array of specials means she's one of the top 'boys' in the arena.
Spinning Bird Kick – The helicopter special is even more deadly in Turbo mode and the speed will make you sweat.
Hundred Foot Kick – Pull those victims in and trap them in Chun Li's powerful thighs! Phwoar!

ZANGIEF The mighty Russian wrestler has picked up a few new tricks since his first tournament to add to the moves he's already got in his arsenal.
Spinning Pile Driver – Scoop 'em up and slam 'em down! The back breaker to break all backs!
Spinning Lariat Use the giant's arms like flails to send your enemy reeling.

DHALSIM Using his Hindu powers Dhalsim can produce flame from his asbestos lips! The meditating master is supposed to be a spiritualist but shows no mercy in this fight.
Yoda Fire – The shooting variety of flaming energy. A small fireball of burning magic.
Yoda Flame – A massive jet of flames that acts as a wall to protect the skinny one from attack.

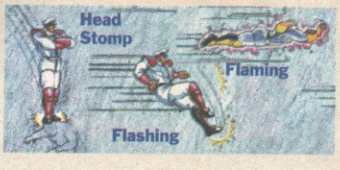


M.BISON An ex-heavyweight boxing champ who was thrown out of the official boxing circuit for misconduct. He now earns his keep on the world underground fighting circuit with his own special brand of the Queensbury Rules.
Rushing Upper Cut – Swish across the floor and deliver a powerful smack to the jaw.
Rushing Punch – Another lightning-fast knuckle buster that hits its target hard.
Power Punch – Charge up and pull back for the incredibly powerful thrust of this mighty punch.

BALROG The Spanish matador is famed for his acrobatics and vanity. He wares a mask to protect his features in combat, but also brandishes a pair of razor-sharp claws on his fists.
Rolling Flash – Take enemies by surprise with a silky fast roll and finishing strike to the guts.
Inza Drop – Bounce up over your victim's head and drop down from above, knives at the ready to dice his flesh!
Spanish Crunch – Grab the opponent and smash his back and head into the canvas with crippling results.

SAGAT Sagat is a former street-fighting champion. The Thai boxer's success stems from his acrobatic nimbleness and his Tiger Tactics!
Tiger Punch – Your choice of high or low sheets of flame. Hit opponents in the head or legs with the speedy jets of burning plasma.
Tiger Upper Cut – Hard to perfect but awesome once executed. Sagat's own version of the Dragon Punch that has even more lift than Ryu and Ken's.

VEGA The big boss and leader of the underground drug cartel, Shaoloon. He's been champ for quite some time and has learnt a thing or two about how to fry anyone who crosses his path.
Flaming Torpedo Turn Vega into a mass of flames that can shoot through an enemy, leaving him a mass of scorching flesh!
Head Stomp – Extremely quick to execute and hard to defend. Literally stomp on your opponent's head.
Flashing Flip – Catch them by surprise with a lethal back flipping kick that comes from out of nowhere.



He's big! He's bad! He's, erm, big. He's E Honda!

CODE CALAMITY!

Despite what other mags say, you can not control the bosses in Streetfighter 2 with any cheat cartridge known to man. It's quite simple; the code just does not exist inside the cartridge to do it. The only way you can get your mitts on the juicy Jap final four is with this new cart. But that's not all! Turbo even has the edge over the arcade Championship Edition in that it packs some incredible new features. Just about every character has been adjusted to give you an even more rounded scrap than before. Hopeless fops have been given even more special moves and rock hard geezers have been tweaked to perfection. Overall the game has been made a touch harder with not so much energy dropping off when you get hit and now you've really got to pile on in if you want to stun a world warrior.

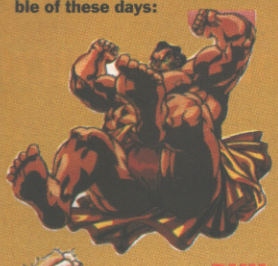
Feel Bison's Rushing Uppercut.

Vega gets on the wrong side of Bison.

The only move that's juicier than a Dragon Punch!

GET IN THE THICK OF IT!

Think you can play the bosses then, do you? Well, you might not want to, after all. The thing about Streetfighter II Turbo is that, not only has the game's appearance been shunted one up the ladder, but the original characters' skills have been improved upon as well. Here's what the awesome bunch are capable of these days:



HONDA

Wow! The tummy ton terror's got a new bottom flop. He jumps up in the air and thunders down, flaps a-wobbling! Eddy can also move towards opponents whilst doing the Hundred Hand Slap for a real pasting!

RYU AND KEN

Their super-fast Hurricane Kicks have been improved by making them executable at a higher height.

CHUN LI

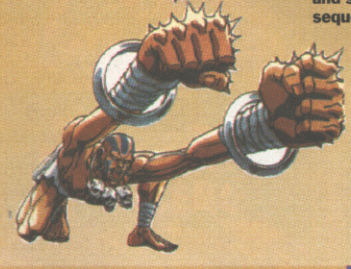
The lovely lady now has a colour coordinated fireball to play with. Her excellent Spinning Bird Kick is also at a deadly new height, too!

BLANKA

The green-skinned monster can perform his rolling attacks vertically to come down from above as well as horizontally now.

ZANGIEF

Zangief's been jazzed up a bit and his new Super Lariat is unescapable. If you get within his reach you'll have to stay and suffer the consequences!



DHALSIM

As everyone knows, Dhalsim was a bit hopeless in the air and was easily trapped in corners. Now, with his new teleportation tactics, he can vanish from the screen to reappear somewhere else.

Ouch! That hurt! You can't do this in the original!

THERE'S SO MUCH IN IT

It's about now that Megadrive fans across the globe start putting guns to their heads and pull the trigger. Why? 'Cos not only have Nintendo beaten the Sega boys to the finishing post with Streetfighter 2, but they've completely quashed their fumbling efforts to get out the Megadrive Championship Edition by going even further with Turbo Hyperfighting! So what's the difference? Well, everyone knows you can play the bosses now, but with Turbo you can play the same characters head to head, change the speed at which they fight around the screen, notch up the difficulty level to new heights and mess around with a whole host of other fine and dandy options.

Reverse crucifix? I'd give him a 9.9!

ON THE *OTHER* HAND

TUFF E NUFF : £44.99

Just one of many clones, but certainly the best alternative to Streetfighter 2 at the moment. Great graphics, characters and moves. Not quite as playable, but definitely in the same league.

89%

REVIEWED: CVG No139

VERDICT

We've been getting hot and sweaty about SF2 Turbo for ages now and luckily it looks as though it was all worth it. Ryu and the boys are back in real style, and with new coloured clothes. As great as the original was, it always lacked a tiny bit of that special something to make it earth shattering, but the Turbo edition has buckets of that magic stuff. The extra moves and the added colours and the extra speech and the added speed and and and arggggh! My head's exploded! Buy it now, now now nowwwww!

PAUL ANGLIN

Here are all the controllable characters.

Flame on!

Hiya!

Look out! It's flying Honda!

VERDICT

Am I the only one who can spot the glaring faults in this game? If you have the first game there's no point in buying this, as the two are almost identical. Secondly, the prices the importers are asking for this cart are extortionate. If you really have to buy SF Turbo, wait for the official release, you'll save yourself a fortune and the text will be in English. On the other hand, if you don't have the first game, this should be at the top of your must-buy list when it's launched here. In the meantime, cross your legs and wait.

PAUL RAND

That must have smarted.

Sagat's definitely still in the fight.

IT'S ALL IN THE HAND

(PAD) Left, right, jump, crouch, block and moves.

(SELECT) Not used.

(START) Pause and start.

(L) Hard punch.

(R) Hard kick.

(A) Normal kick.

(B) Soft kick.

(X) Normal punch.

(Y) Soft punch.

Sagat goes in for a bit of pervy toe sucking.

Just one look, that's all it took.

Guile's still one well-hard case.

Check out those awesome colour schemes.

SNES

PROS: New moves and more speed. Totally customisable and you can even turn it into the normal SF2!

CONS: The bosses aren't the same as they used to be. They've been tamed by having less powerful specials and given weedier moves.

GRAPHICS	Great new bright colours and character outfits.	92
SOUND	More speech and effects, usual music.	89
GAMEPLAY	Addictive as ever with even more playability.	94
VALUE	If you 'ain't got it, get it!	93

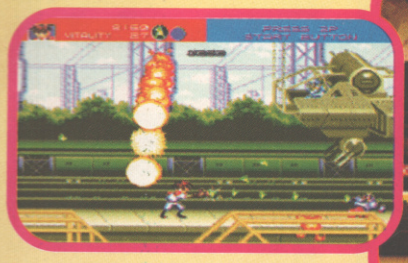
95

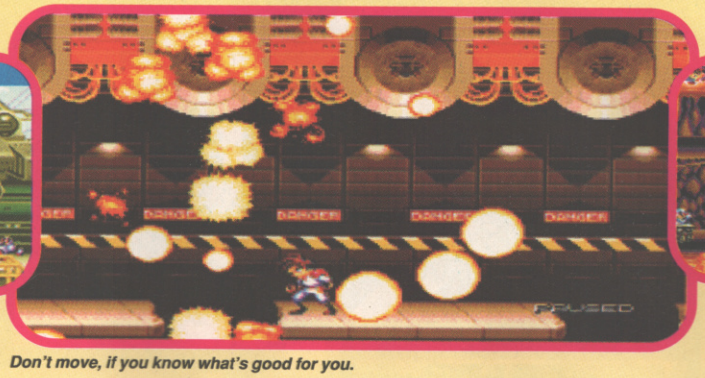
REVIEW

MEGADRIVE ▶ by SEGA ▶ £39.99

OUT: September. Thanks to Sega (071 373 3000) for the review cartridge.

He's big, but underneath he's a real pussy!





Don't move, if you know what's good for you.

Bodies bodies everywhere, but not a jot to drink.

GUNSTAR HEROES

Guns, blasting and laughs ahoy in one of the best Sega shoot 'em ups for a long time!

We're used to seeing weird and wonderful things from Japan, but Gunstar Heroes on Megadrive is something else! 'Oh yeah!' you cry, 'Looks like any old platform shoot 'em up to me!' But oh, how wrong you are! You see, in the wacky world of the fevered Japanese programmer's brain anything can happen – and in Gunstar Heroes it generally does! The idea's to fight through level after level of crazy death-filled action and collect the power crystals before the evil Captain Orange gets to them. Now prepare yourself for a serious ride!

GIVE IT YOUR BEST SHOT

Gunstar Heroes is a bit more customisable than most games in this genre, and a great deal more interesting. At the start of the game you'll get to choose the style of fire you want to blanket out. There's a choice of Fixed, which lets you fire in all eight directions but doesn't allow you to run, and Free, which lets you move whilst you fire. You also get a choice of initial weapon and it's advisable to pick the Chaser gun as soon as possible as it splits up its stream of fire and homes in on the nearest enemies. And just to make sure you get an even break at the beginning you can even choose which stage you want to begin on from four rock hard levels.

A robot Linford Christie? I think not!

BIG GUNS!

Our boys only have room to carry two weapons and start with just one. Having said that, they can alternate between the two they carry at any time; the problem is finding them. If you're fortunate enough to discover a free pick-up, count your lucky stars because to be rewarded with more guns you usually have to kill something! Shoot everything you see, including background objects. If they flash the chances are they're hiding something, so blow them to smithereens and collect your reward. The only icon worth more than a weapon power-up is the heart. This replenishes your validity counter and your health, so if you have to make a speedy choice as to what to take go for this every time or you'll be out of the game and sent right back to the start!

Hit him where it hurts.

STAGE BY STAGE

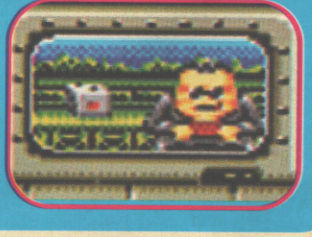
There are four immediate stages to the whole game and, although it doesn't sound like many, it's not going to be an easy r

The ancient ruins, covered by jungle foliage and swamped with imperial guards. Find the mystic gem near the pink mining machine and take it to the next level.

Jump on to your retro-scooter, bring back the host's missing brother by negotiating the underground mines, trains and guard filled carts and flatten the massive twisting guardians.

Leap aboard the dastardly Captain Orange's flying battle ship, destroy its engines and the guards and retrieve the haul of stones he's trying to escape with!

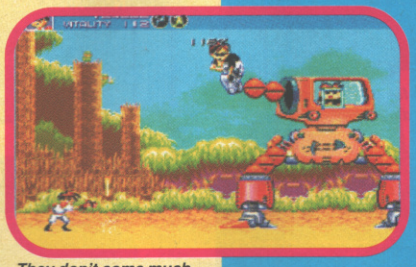
This is the master's base. Blast though the techno levels and try to get onto the board in one piece!



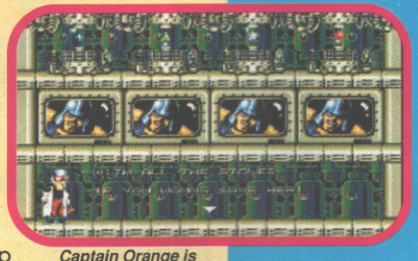
The only way is up!

ACTION ALL THE WAY

Although Gunstar Heroes is a simultaneous two-player shooting extravaganza it's actually one of the few games that's more enjoyable in one-player mode. This is because of the huge amount of moves and flexibility of the main sprite. This super agent can run, climb, crawl, bounce, throw objects, kick, punch and leap about platforms with a swing and a flick of his hips. What with all the action that takes place on the rest of the screen it's impossible for two characters to keep up with what the other is doing, especially as you can thump each other!



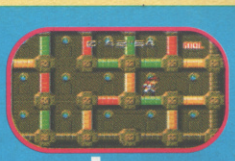
They don't come much bigger than this!



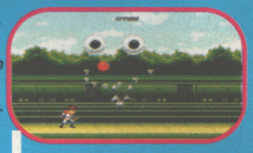
Captain Orange is calling the shots.

One of those groovy goody rooms.

Get to the exit before the clock expires.



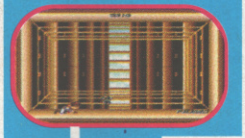
The easiest guardian you'll ever see.



Snake antics ahoy!

Avoid the explosions and shoot the rockets.

Mini marvels are as tough as nails.



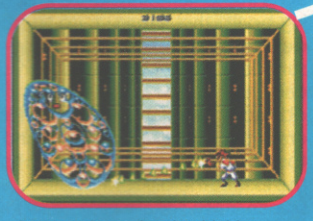
Smash everything in sight!

The Dice Master himself.

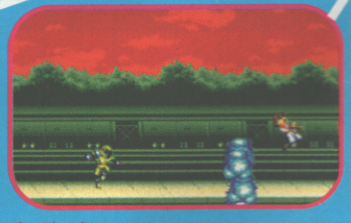
One of the toughies. Just blast him fast!

Trash his ass and get out fast.

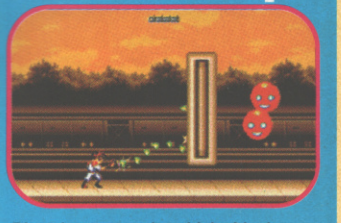
Curious chaos. Another blobby.

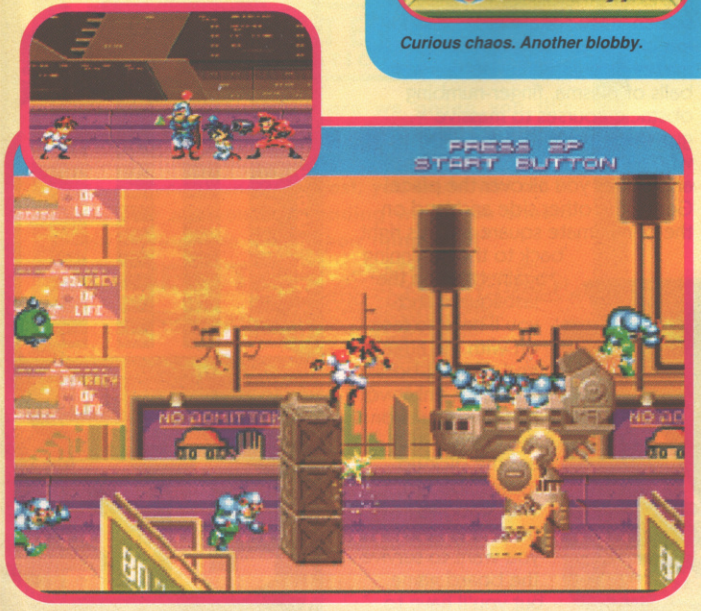


Another item room.



Blast the toms and avoid the block.





Watch your step or you could lose your head.

VERDICT

It's been ages, and I mean aaages, since a really top quality, all-action, mean mutha of a shoot 'em up graced the Megadrive, but the wait is finally over! Not only is Gunstar Heroes stuffed to the absolute brim with more laser-shredding cannon fodder than you'd find in a top plastic surgeon's waiting room, but it's also loaded with some of the weirdest and most awesome guardian sprites ever seen! The weird beasts pulsate and change shape at the blink of an eye to turn into even more cunning machines of destruction! It's fast, it's fierce and it's totally brilliant. An absolute monster of a purchase.

STEVE KEEN

VERDICT

Gunstar Heroes has everything! Platform action, fighting, shoot 'em up stages and more special effects than a Spielburg movie. My particular favourite was Black's board game, which is one of the most original features I've seen for a long time. One word of advice; don't play this game on Easy mode. You'll finish it in no time at all, which would be a crying shame as this game contains sooo much excellent stuff. There's no way on Earth you could become bored of Gunstar. What more is there to say about the game, other than buy it?

PAUL ANGLIN

In space, no-one can hear you burn!

Even when you're facing the opposite direction you can dish it out.

GET BUSY!

We've all got our own favourite styles of play, so here's a list our personal choices of weapons, all of which can be powered up by collecting icons:

FORCE – Garth's best weapon. The Force seeks out the central point of the nearest object you aim at and directs your fire towards that point constantly until you take your finger off the trigger. A bit like Garth when he's trying to make a point!

LIGHTNING – Paul Anglin loves this one because, like him, it never strikes in the same place twice! Lightning shoots at enemies and passes through them to the next object.

CHASER – Produces a stream of green bullets that homes in on enemies. If there is more than one attacker the stream will split and spread itself between them. This is Steve Keen's all-time fave because it reminds him of himself once he's scoped a babe – he never gives up until he's hit the target!

FIRE – Ejects huge balls of flame to roast enemies close by. Gary digs this one because it's hot and long just like his, erm, memory!

ON THE *OTHER* HAND

RANGER X

Although very similar Ranger X has the edge due to its harder techno image. Ranger X is Cybernator for the Megadrive and although the robot suited hero is nothing like the Stars the basic shoot 'em up theme remains true with tons of weapons.

80%

REVIEWED: CVG No142

Nice ships make nice tips! Just use the chaser.

Avoid the hurly-burly and blast!

They can sneer, but you've got the upper hand.

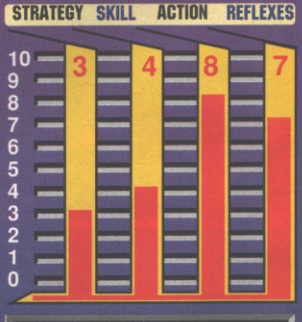
WEIRDER AND WEIRDER

Probably one of the hardest sections in the game is the giant playing board that's thrown up to hinder the Stars' advances. The playing surface is made up of 18 squares, each hiding a devilish problem or obstacle for you to negotiate. By literally picking up a huge dice and tossing it you have to advance to the exit at the bottom of the screen. Each square hides a different challenge, ranging from cunning mazes populated by bone-frying balls of plasma, finger-numbing obstacle courses to massive guardians and a miniature guard who jumps onto you like a limpet and tosses you all over the place! Get to the other side and land on the penultimate square and it's right back to the beginning again. Land on the last square and you'll have to face off with the huge end-of-level-boss! There are only two helpful squares on the board which are the pick-up rooms; loaded with goodies, these are vital if you want to survive the board game, but you'll have to land on them first!

MEGADRIVE

PROS: Highly original and entertaining arcade masterpiece! The gameplay is incredibly fast with more sprites biting the dust than bees in a hive.
CONS: Much too fast and complicated to play with two players. The screen gets much too cluttered and both sprites look the same.

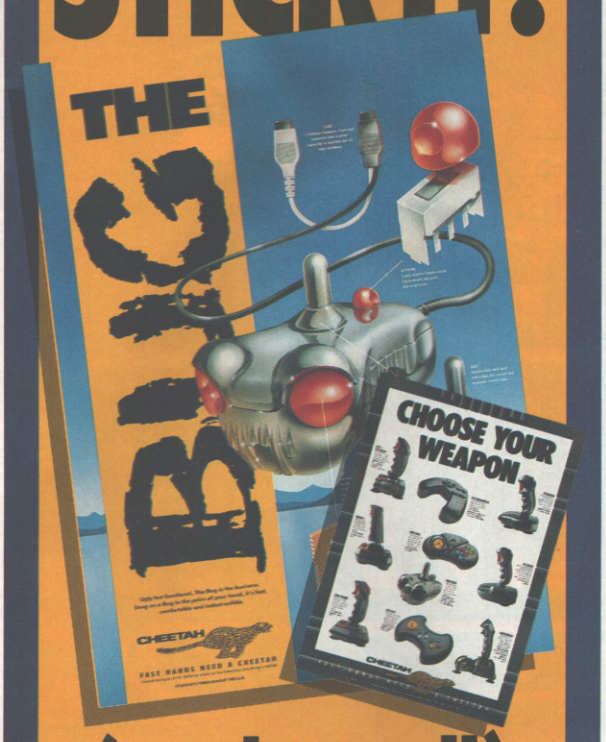
GRAPHICS	Awesome explosions and brilliant metamorphosing guardians.	90%
SOUND	Realistic effects and good dynamic noises.	86%
GAMEPLAY	Fast and furious relentless arcade action!	89%
VALUE	Addictive and un-putdownable! Buy it!	90%



MISS OK! HIT

92

STICK IT!



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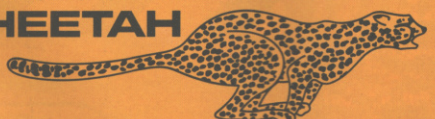

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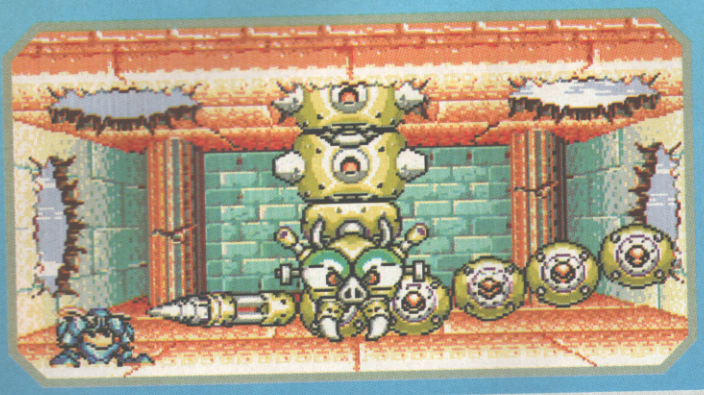
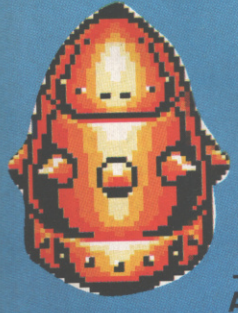


ROCKET KNIGHT ADVENTURES

Konami brings you the world's first rocket-powered opossum! Up, up and away!



The animal kingdom has been more than fairly represented in Megadrive games, with hedgehogs, foxes, dogs and insects all making an appearance. Now things are getting really stupid – the star of Rocket Knight Adventures is an opossum called Sparkster! Don't be mistaken, though. This isn't the kind of cuddly opossum which is quite content to spend its days munching on insects; this one has a sword and a rather large rocket pack strapped to its back, making it the hardest rodent ever.

HAM 'N EGGS

Sparkster is on a mission to free his world from the clutches of an evil overlord called Axle Gear and rescue the local princess from him in the process. Why a small, tree-dwelling mammal would undertake such a quest is unclear, but seeing as the planet is almost entirely populated by killer pigs it's not quite as strange as it first seems. Sparkster is armed with a nifty sword which, quite apart from being dangerously sharp, also fires deadly energy bolts.

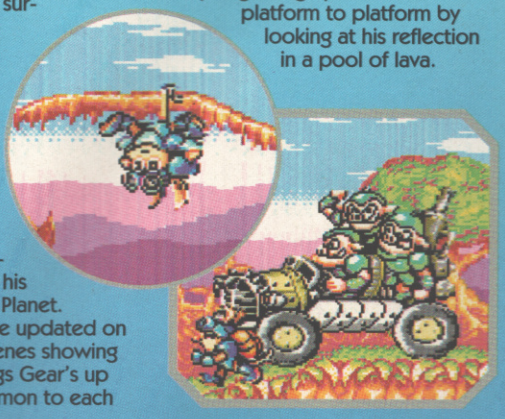
VERDICT

I wasn't expecting anything from this game, which probably explains why I was so surprised by it. At first it seems like a standard scrolling arcade adventure, but as you get into it you realise just how much gameplay it contains. The levels are huge and there's always something to do, be it battering pigs or trying to work out how to get Sparkster past a particularly large hazard. Combined with the excellent graphics, varied action and the originality of the character, this is one of the better games to grace the Megadrive in '93.

PAUL ANGLIN

7-UP

Between Sparkster and Axle Gear are seven danger-packed levels. Starting in the relatively safe forest, Sparkster has to survive the perils of the mountains and the caves beneath them. Should he come through unscathed the next step is to journey into deep space aboard Axle's giant battleship, then finally confront the evil one on his home world, the Pig Planet. Between levels you're updated on the plot, with cut scenes showing what devious dealings Gear's up to. One feature common to each level is size. Each one seems to go on for ages, through many different backgrounds and features. One particularly tricky stage has you guiding Sparkster from platform to platform by looking at his reflection in a pool of lava.



VERDICT

Well, this game has certainly snuck up on us! It's not often you see graphics of this quality on the Megadrive – I mean, they are huge! Anyone who's seen the amazing Super Ghouls 'N' Ghosts on SNES will know just what to expect, 'cos the backdrops and platforms in the first level are almost identical. The lad Sparkster has a bit of a mean line of fire, but it's not until he lets loose with his amazing rocket-powered jet pack that this game takes off! Action, baddies, explosions and huge cartoon characters are relentless and the differing styles of gameplay (platform and horizontally scrolling shoot 'em up) make for a corker of a ride through the levels. It looks great and plays like a dream – we love it!

GARTH SUMPTER

THRUSTING ACTION

Sparkster's rocket pack lets him blast himself toward aliens at several times the speed of sound. This causes them massive amounts of damage while getting Sparkster from A to B in a very small amount of time. All you have to do to activate it is hold the attack button then press the joypad in the required direction.

Spinning sword attack: Sparkster sticks out his sword, kicks in his rocket and rotates at high speed. The result is a deadly move which slices and dices any pig who gets too close.

Side rocket: Charge! Sparkster puts his head down then blasts across the screen at high speed, skewering everything that gets in his way.

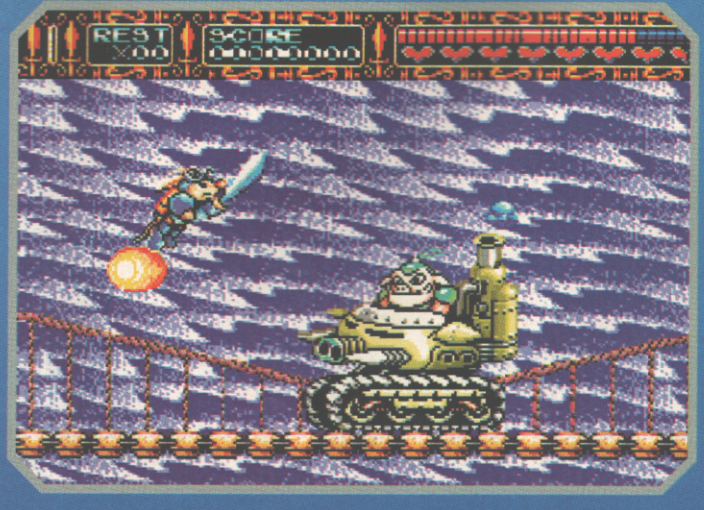
Leaping attack: Similar to the side attack, only this time Sparkster goes up, up and away, only unlike Superman he lands in a sad heap.

AQUATIC ACTIVITIES

Quite apart form the standard scrolling stages which make up the bulk of Rocket Knight's action, there are also a couple of variations on the theme. Sparkster occasionally employs his rocket pack to power him through horizontally scrolling shoot 'em up sections; here, the onus is completely on action with the object being simply to blast everything that appears. There are also a number of underwater stages, which are generally slower than the platform and blasting levels, and as a result are tedious by comparison.

PIG IN A POKE

Axle Gear's warriors have been busy coming up with all sorts of crazy devices to thwart Sparkster's mission. These include giant Star Wars AT-ST ripoffs which are easily destroyed, steam-powered jeeps which aren't any better and giant robots which look like they were cobbled together on a wet weekend. Like the bosses, most of the vehicles have to be hit in a specific area to be destroyed; as to where that area is, trial and error is the only way to find out. As you approach the Pig Planet where Axle hangs out, the bosses take on an altogether more ferocious tone. These usually take a lot more hits to kill and cause much more damage than their predecessors.



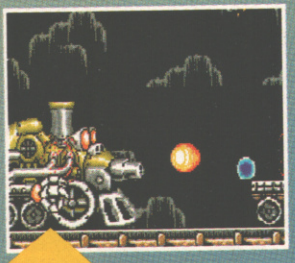
SWORD PLAY

For a small rodent, Sparkster is actually a very hard character. His sword attacks cause vast amounts of damage and are often more useful than using the rocket pack. For some bosses such as the train, the best tactic is to get in close, then turn on the autofire, or start smacking the attack button as quickly as possible. Most bosses won't drain Sparkster's energy when he touches them, and often when he's very close to them they can't actually attack him. This tactic usually works, but if you get the timing wrong you'll find Sparkster coming to a very short, sharp end, or getting pushed out of the way.

ROCKET KNIGHT ADVENTURES

TRAIN KEPT ROLLING

The first truly tricky boss you encounter is the underground train. Unlike everything you encounter beforehand, this guardian has to be destroyed three times.



Stage 1: The train rolls on from the left of the screen. Blast over to it then whack the fire button to slice its gun up with your sword.

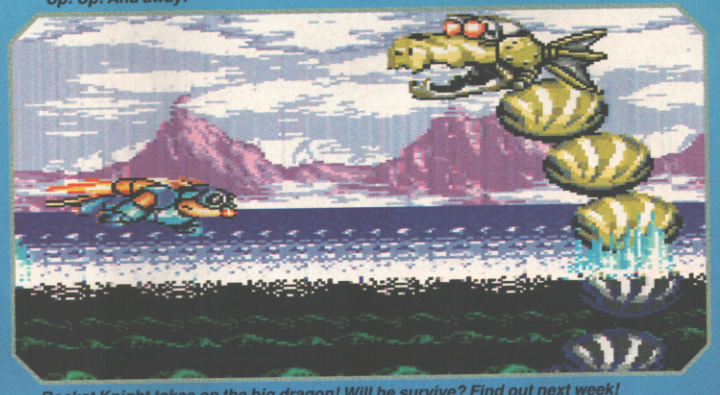
Stage 2: This time the hands are the weak spot. Wait for them to grab at Sparkster then use the spinning attack to slice them up.

Stage 3: Finally the train attacks from the right of the screen. Again, get in close, but instead of the sword, use the spinning attack to finish it off.

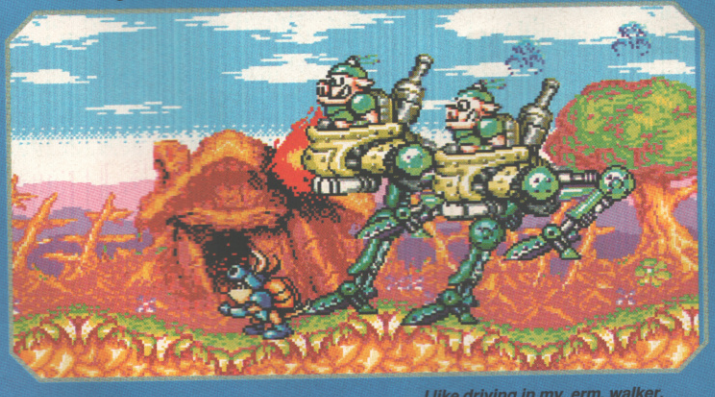
Up! Up! And away!

BEAM ME UP SCOTTY

When Sparkster has finished on the planet, he switches his rocket pack into overdrive and heads off into space. Here he faces a whole new threat from Gear's elite space troopers. Once more he enters a shoot 'em up section, although this time he comes under more fire than ever and you'll spend more time dodging than actually shooting. Should he survive all this, he finally arrives at Gear's homeworld. The final showdown between Sparkster and Axle Gear is a real test of your game-playing skill, and you'll probably find yourself annihilated within a few seconds.



Rocket Knight takes on the big dragon! Will he survive? Find out next week!



I like driving in my, erm, walker.

VERDICT

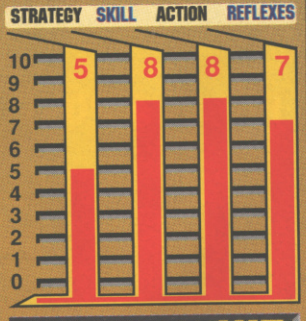
There's nothing better than a game that pops up almost totally unannounced and turns out to be a real cracker. And Rocket Knight Adventures is just such a game! There's so many reasons why this 'un's a winner; the graphics are excellent – both sprites and backdrops; sound is a winner; gameplay is second to very few Megadrive cartridges around of late. This is a very stylish package, stuffed to the gunnels with varying kinds of game – platform, shoot 'em up, the fun seldom stops. You might be of the opinion that when you've seen one blaster, you've seen them all. But when games like Rocket Knight Adventures come along, you're pleasantly surprised to find that there's life in the old genres yet. Nice one!

PAUL RAND

MEGADRIVE

PROS: Big levels, decent graphics and plenty of action.
CONS: Some of the boss stages drag on for too long.

GRAPHICS	Colourful, with some very smart large objects.	89%
SOUND	Happy, boppy tunes which can be a little irritating.	80%
GAMEPLAY	Easy to play and extremely challenging.	88%
VALUE	The levels are massive, often containing two bosses.	87%



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DAY OF THE TENTACLE

The Secret of Monkey Island was the best adventure ever. But look out – there's a new boy in town!

You get a buzz from playing!

Mad professor Doctor Fred Edison has been causing chaos again. Not content with creating two weird tentacle creatures, he's also managed to invent a machine entirely devoted to flooding the rivers with toxic waste. The problems start when Purple Tentacle drinks the toxic sludge and mutates into an evil supergenius who wants to take over the world. Big problem!

Especially when the only people who can stop him are nerdy computer boffin Bernard, twitchy medical student Laverne and fat heavy metal roadie Hoagie. It looks like humanity is doomed, then. Gumph!

Laverne is stuck in a tree, so Hoagie must cut it down. George Washington hates cherry trees...

...but this is a kumquat tree, so to fool old George you have to paint it red.

Sure enough, the axe-happy president agrees to give the tree the chop.

200 years later, the problem tree vanishes and Laverne comes down to earth with a bump.

PUZZLING BEHAVIOUR

Half the fun of a game like this is knowing what weird and wonderful objects are needed to solve a puzzle. And believe me, nothing is ever straightforward in Day Of The Tentacle. Like, how on earth do you get that fake vomit off the ceiling? And why the hell would you want a pair of horse's dentures? Sure, it's all completely insane, but who needs reality?

VERDICT

I found Day Of The Tentacle easier than Monkey Island – don't expect it to be a doddle, though. However long you take to complete it, you know you're going to be well and truly entertained. The best thing about this game is the look – it's like one great big interactive cartoon! If you thought Monkey Island looked good, this is even better. And it walks all over cartoony games like Space Ace because it not only looks amazing, it's terrific fun, too. Go out and buy it now.

GARTH SUMPTER

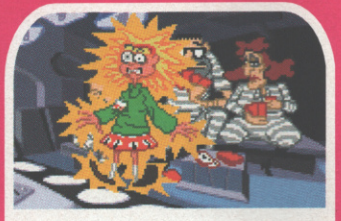
ON THE *OTHER* HAND

THE SECRET OF MONKEY ISLAND 2

Brilliant graphics and fiendish puzzles feature in this crazy tale of pirates, treasure and three-headed monkeys. The ending is disappointing, but otherwise it's a great game that deserves a place in anyone's collection.

92

REVIEWED: CVG 126



Loony laffs abound in this cracking game!

Bernard hates clowns, especially when they hit back.

Being flushed through time in a customised toilet is not my idea of first class travel.

SON OF A MANIAC

Day Of The Tentacle is the sequel to Maniac Mansion, which appeared on PC and Commodore 64 five years ago. The story is once again set in the mansion home of the crazy Edison family. Aside from Doctor Fred, there's Nurse Edna, an ugly old crone with a taste for younger men, and Weird Ed Edison, a paramilitary nut who's been undergoing therapy to calm him down.

Laverne needs that food voucher, and to get it she must win the human show. But where's she going to find a willing human?

VERDICT

I never thought I'd see a better adventure than Secret of Monkey Island 2, but I was wrong. This game is so impressive that whenever I played it I got an audience, and it wasn't long before everyone wanted a go. The cartoon style graphics are brilliant and there are lots of hilarious animation sequences to keep you entertained. The puzzles are pretty wacky, so you need to use your loaf, but you'll have a lot of fun in the process. This game is so good I'd sell my grandmother's crutches to pay for it. Hell, I'd even sell my granny.

PAUL ANGLIN

VERY LAVATORIAL!

At the start you can only control Bernard, but as things progress you gain control of Laverne and Hoagie, too. But how do you swap inventory items with a character who's 200 years away from you? Simple. Each kid has his or her own time machine – a customised toilet known as a Chron-O-John. All you have to do is put the item down the toilet and flush it through time.

PC/CD-ROM

PROS: The best adventure game ever. Graphics, sound and puzzles are all first rate.

CONS: Like any adventure, it won't keep you entertained forever. Other than that, it's pretty much perfect.

GRAPHICS	Completely brilliant. It's like watching a cartoon, only more fun.	96
SOUND	Catchy tunes, awesome sound effects and, on CD-ROM, wall-to-wall speech.	96
GAMEPLAY	Loads of completely insane puzzles and plenty of laughs thrown in.	95
VALUE	You'll tear your hair out at times.	92

MISS OK! HIT

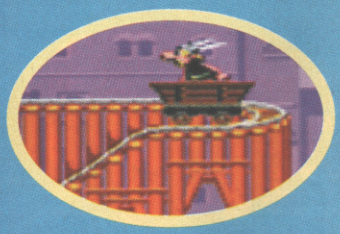
95

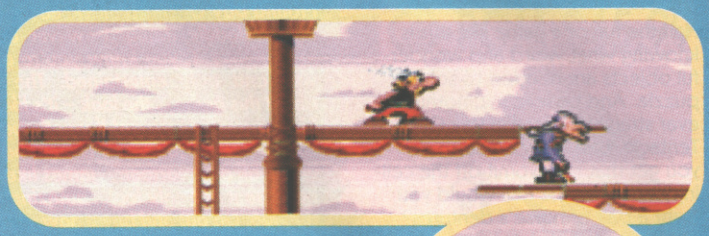
REVIEW

SNES ▶ by INFOGRAMES ▶ £44.99

OUT: September. Contact Infogrames (071 738 8199) for information.

France's hysterical historical hero returns to computer screens again in this latest Super NES version. Does the midget marvel cut the mustard?



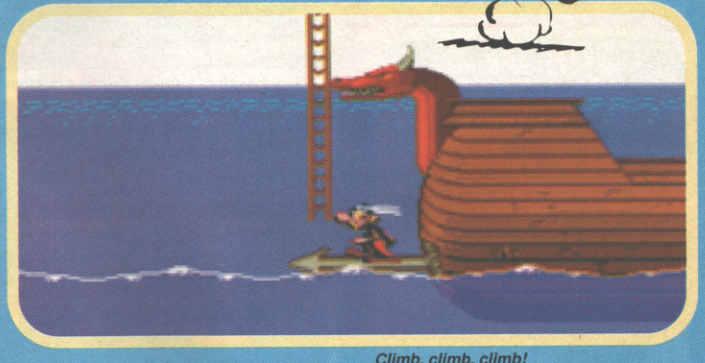


Is it just us, or are French cartoons really dull? Actually it's probably not just us, because that other French one, Tin-Tin, is crap as well. I mean, prancing about with Captain Haddock and those two blokes in bowler hats. What's funny about that? And what's funny about a pint-size frog geezer with a stupid moustache beating up Roman soldiers in the year 50BC? Nothing, that's what.

But no matter. Whether Asterix is funny or not (and he isn't), you can't deny that he's had his fair share of video game stardom over the years. Like the films and comics, though, most of the games have been cack; now it all comes down to French firm Infogrames to deliver the goods where others have failed.

ASTERI

Among the snowy wastes of Helvetica.



Climb, climb, climb!

GOING UNDERGROUND

Just like in Mario (are you trying to make a point here? – Ed), Asterix occasionally has to explore eerie underground caverns. Down here where the air is damp and it's all a bit creepy, the gameplay takes on a more maze-like feel, where it's harder to find your way through the rocky labryrinth – you have to climb ropes to reach some high-up places for a start. But never fear, there are plenty of handy signposts dotted around to help even the most wayward adventurer. Oh, and watch out for the moving spikes and stuff.

DOWN, SHEP!

Every now and again, Asterix will burst open a brick that releases a little bone. This is a bit good, because it summons Asterix's pet pooch Dogmatix, who runs on and ravages the baddies on-screen. Huzzah! Unfortunately, these pick-ups are few and far between, so use them wisely.

VERDICT

The coins, the baddies, the general feel of the platform action... it's all very reminiscent of that Brooklyn plumber and his kerrazy adventures. So, we've decided that Asterix is a bit of a Mario con, but does that make it a bad game? Well, provided you're willing to tolerate the obvious lack of originality, no. Sure, we've seen it all before, but it's not often a platform game comes along that looks, sounds and feels as good as this. Asterix fan or not, if you appreciate a top platform romp, you could do a lot lot worse than grab this little number.

PAUL ANGLIN

VERDICT

Infogrames' SNES version of the little Gaul's adventures is, let's face it, a total rip-off of the Mario series, with the odd tweak here and there. But what platform game isn't, these days? The most important thing is whether it's playable, and Asterix is, for a while at least. Sprites and backdrops are impressive, and the game is enjoyable enough to keep you playing for some time. If you can stand to fork out another forty-five sovs for another Mario clone, then you should be happy enough with Asterix.

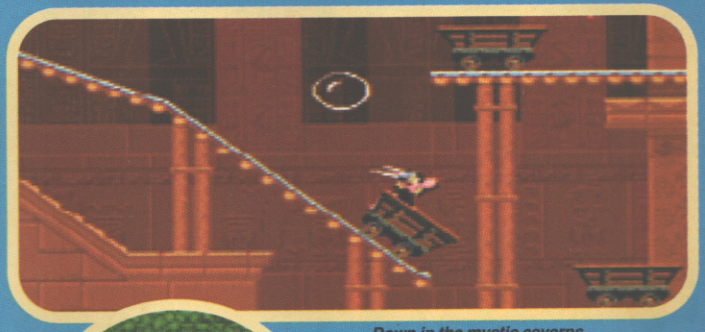
GARY WHITTA

ER NO, NOT REALLY

Each level is divided into five short Acts – in each one, you've got to guide Asterix past the numerous dangers to the exit. Primary perils come in the form of deadly drops off the bottom of the screen, which kill you instantly but can be avoided by using the controller to scroll the screen around Asterix without moving him, so if you're unsure as to what lies at the bottom of an abyss, you can slide the display down to take a look. Other than that it's the usual array of footsoldiers, flying fiends and wild boars that cause Asterix most of his grief.

WHAT'S A SESTERCE?

A sesterce is a fancy name for a shiny gem, of which there are absolutely squillions in the game. They can be found on the ground, up trees, down holes, etc etc, and if Asterix collects a cool hundred of these, the counter resets and he gets an extra life. Just like in Mario, in fact. But these orange baubles are only some of the many objects Asterix can grab to make his life easier. Hearts and food items increase our hero's energy (he loses a point each time he gets hurt), musical instruments can be used to stun enemies and coloured cauldrons have a variety of effects when the potion inside is drunk, from limited invincibility to the ability to fly!



Down in the mystic caverns.

IT'S A PLATFORM GAME!

Well, what did you expect? Asterix: The Flight Simulator? In his latest outing, the lovable Gaul has been sent to rescue Obelix, who's been kidnapped by a Roman patrol. To get to him, Asterix has to cross the Roman-occupied land of Gaul, avoiding Caesar's traps and footsoldiers along the way. Asterix is an athletic fellow, and can run and jump just like, erm, Mario, but also packs a nifty punch with which he can see off most baddies. Simple, eh?

Some creatures can lend a hand – or a wing.

Taking a swing at a Roman plod.

Yeah, what about one? Poor old Asterix is knackered!

SNES

PROS: Good graphics and solid, addictive gameplay.

CONS: Almost completely unoriginal.

GRAPHICS	Cool, clean and chunky – just like Mario!	82
SOUND	Plenty of top tunes and FX to jolly along the action.	78
GAMEPLAY	It looks good, feels good and by golly, it does you good!	80
VALUE	With three difficulty levels, this one could be a real midnight oil–burner.	84

OK!

83

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ONE STEP BEYOND

Watch out – Colin Curly's back!

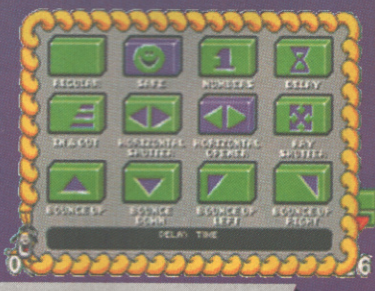
It seems that licence fever has left Ocean well and truly delirious, as they've now bought the rights to Quavers! While this sounds like a recipe for a boring snack-related game, Ocean have opted to revitalise Colin Curly, the jolly Quaver-crunching character who graces the TV ads. It seems that Colin was up late playing Push Over (Ocean's previous Quavers game which had nothing to do with the crisps) when he was zapped by a strange beam and sucked into his computer. And guess what? Only you can help him escape.

Go on; be a devil and use a token!

PLATFORM HELL

The majority of the platforms you'll encounter simply disappear when Colin jumps off of them, but there are some special ones which are real spanners in the puzzle-solving works. These babies do such jolly things as cause all the other platforms to reappear, thus undoing all your good work, catapult Colin to another part of the screen or even award him an extra life. As there's only one route through each stage all it takes is one false move by our Col to make a complete hash of the entire level.

Here's what everything does!



Poor Colin's a bit stuck.

IT'S MADNESS!

For some reason Colin's computer contains thousands of tiny ledges, which the canine hero has to traverse in order to escape. The catch is that each one disappears when Colin jumps off of it, and that the doorway to the next area only opens when all the platforms have gone. This is where the puzzle solving comes in. You have to guide Colin to the exit, getting rid of all the platforms on the way. One false move will leave the curly one stranded without any hope of escape other than you hitting the 'restart level' button. Being a dog in a zoot suit, Colin isn't the most athletic of characters and the only moves he can muster are a few jumps. While these are enough to take him through each level, it also means you have to take this into consideration when planning his route.

VERDICT

What I don't understand is, why go to all the time and expense of licensing a character for this title when the actual product hardly gets a look in? Colin Curly hardly ranks alongside Mickey Mouse and there isn't really much need for him or Quavers in the game. One Step Beyond lacks a serious challenge, and experienced puzzle game nuts will probably go through this like a dose of Sennapods through an old man. This makes it a good game for beginners, but it won't cut the mustard with anyone else.

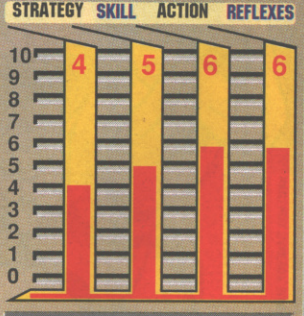
PAUL ANGLIN

AMIGA

PROS: Loads and loads of levels interspersed with some nice static screens.

CONS: The gameplay is very linear, not to mention extremely easy.

GRAPHICS	Not much to look at during the levels, but some of the still screens are excellent.	76%
SOUND	Plodding tune and the occasional sampled sound don't do much.	74%
GAMEPLAY	It's easy to get into once you can remember how the various platforms work.	77%
VALUE	Easy to go through, and ultimately boring.	69%



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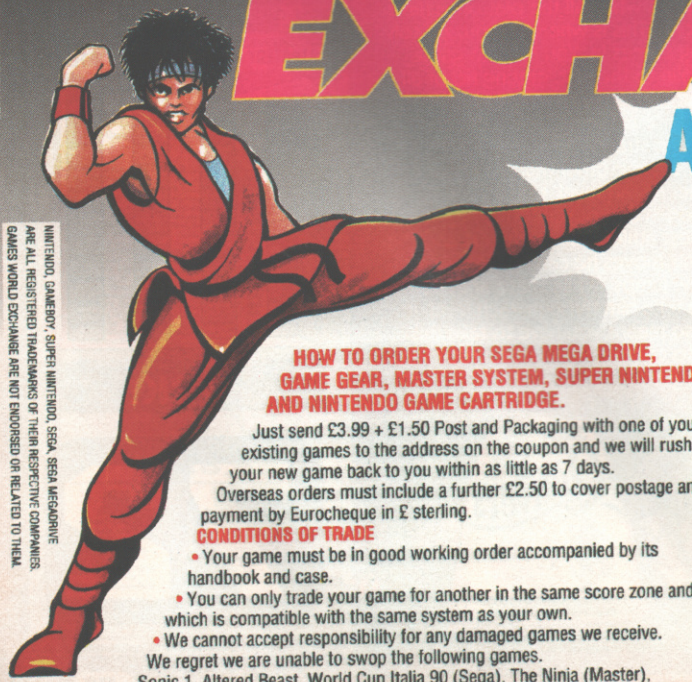

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REVIEW

by INFOCOM

£44.99

OUT: On import. Contact Console Plus (0532 500 445) for info.

NIGEL MANSELL F1 CHALLENGE

With Nigel Mansell, or 'Our Nige' as we patriotic Brits like to call him, reaping the benefits of driving for Paul Newman's Indy team in the States and his Formula One world championship title soon to be claimed by Frenchman Alain Prost, it seems that this game has missed the boat somewhat. Originally programmed for the Amiga by Gremlin, the game first appeared last year. Since then it's undergone a revamp by Japanese softco Infocom, who have made a few gameplay changes, most of which are for the worse, and unleashed it on a SNES market seriously starved of good driving games.

Overtaking on corners is usually very dangerous, but this isn't real so if you crash you can just floor the accelerator and continue.

Hard, soft or wet, sir? And how about some tyres?

No matter where you start on the grid, it's always possible to make up several places in the first few seconds.

The car in front belongs to Nigel. He'll tell you what speed to take corners at, although if you listen to him you'll probably end up crashing.

CRASH AND BURN

Formula One is an extremely dangerous sport – one false move and you'll be on the last train to Crash Central. Fortunately, these hazards aren't recreated exactly in Nigel Mansell's as your car is made out of stronger stuff, being able to withstand head on collisions without any harm coming to the driver. Four black circles under the speedometer gradually disappear as you ram your car into the other drivers or road-side objects, inflicting damage on the vehicle. When there's only one left your pit crew radios a message for you to take a pit stop. Here they change your tyres, which instantly repairs the damage inflicted on your car.

Some tracks are far easier than others, with fewer turns and long straights.

AND THEY'RE OFF!

Before each race your car needs to be configured to suit the track and conditions. The right combination will make the race significantly easier.

GEAR RATIO: The higher the ratio the more revolutions you get out of the engine. This means that a high ratio gives you a good top speed, while a low one is best for fast acceleration.

TYRES: Soft, hard or wets. Hard tyres are best for hot weather as they don't melt all over the road, while 'wets' are best for when it's bucketing down at Silverstone.

SPOILER: The height determines the road handling of your car. The higher it is the faster you'll go, it's just that your already near-uncontrollable car becomes impossible to drive.

VERDICT

The original Nigel Mansell was hardly the best thing ever seen on the Amiga, but Infocom has made this version worse. Its biggest failing is the appalling road-handling – it's as though the track has been greased. You car slides from side to side like it's on an ice-rink, and the only way to take sharp corners is in first gear. This is in fact so bad that it's almost impossible to follow Nigel's car on the training levels, and that's where it tells you how fast to take corners! The SNES has more than its fair share of driving turkeys, with this one joining that dubious collection.

PAUL RAND

SNES

PROS: Novel training mode and customising section.

CONS: Probably the worst road-handling of any driving simulation.

REVIEW

MEGADRIVE ► by ELECTRONIC ARTS ► £39.99

OUT: August. Contact Sega (071 373 3000) for information

GOLDEN AXE III

Check out the sequel to the sequel to the conversion of one of Sega's arcade greats!

It seems like only yesterday that Golden Axe was tearing up the arcades, and now we're already onto the third adaptation. Have the mythological adventures of the Golden crew lost their appeal or can we take even more hack 'n' slash beasty action? Sega seem to think we can as it wheels out what could quite possibly prove to be the last game in this popular series.

Frolics in the forest. With large weapons.

It's the Ultimate Warrior!

CUT BACKS

If you've managed to catch the excellent Golden Axe 3 coin-op in the arcades this is going to be a bitter disappointment to you as the Megadrive version is completely different. The gameplay is identical to the previous two games, with you taking your chosen hero through a series of of horizontally scrolling levels, battering the heck out of anything which gets in your way. Hardly what you'd call deep. The most noticeable difference between the games are the characters. The Dwarf has now been pensioned off, preferring instead to stand on the sidelines and order everyone around. In his place are Chronos Evil Rate the half-man, half-leopard creature who's like an overgrown bipedal pussycat really, and Proud Cragger, a giant human who doesn't have enough brain cells to make a pair.

Stop! Hammer time.

VERDICT

I'm getting sick and tired of the Golden Axe saga. It wouldn't be so bad if the games were a bit different to each other, but Sega has gone for the same horizontally scrolling hack 'n slay which got players of the original all hot and sweaty, but made those who bought the sequel all hot and bothered because it was practically the same game. If anything, Golden Axe 3 is worse than before with low quality sprites, gaudy backdrops and unimpressive gameplay. There are better games than this – the original Golden Axe being just one of them.

PAUL ANGLIN

VERDICT

Sega promised so much with this game, saying that 'It's nothing like Golden Axe 2'. It sounded good, but the end result wouldn't look out of place on a Master System. Have the programmers been locked up a dark room for the last four years so they don't know what Megadrive games look like now? The backdrops are truly some of the most appalling ever seen on the Megadrive, and the animation is comparable to the original Golden Axe game which is years old. Two words describe this game perfectly; Not and Good.

PAUL RAND

DEATH SQUAD

You get to control one of four characters, each of whom possesses different strengths and weaknesses.

CAHN GRINDER
Speed: Good
Strength: Average
Hardness: Vinny Jones

CHRONOS EVIL RATE
Speed: Like you-know-what off a shovel
Strength: Puny
Hardness: Cuddly

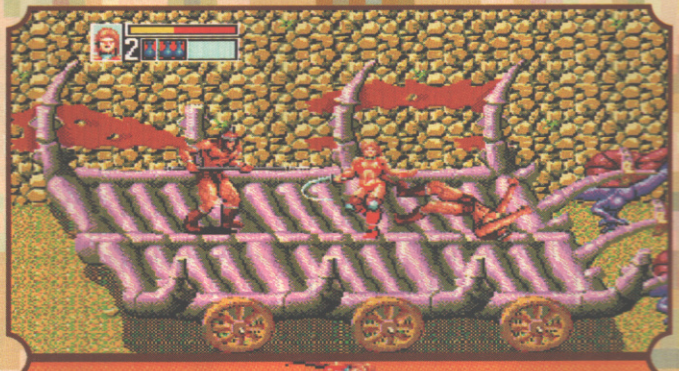
SARA BURN
Speed: Fast
Strength: Middling
Hardness: Lots

PROUD CRAGGER
Speed: Worse than a 2CV
Strength: Yes
Hardness: Rock

Now that can't be nice.

SWORD PLAY

Between them, this quintet of weirdos has to battle through the forces of absolute darkness on a quest to recover the Golden Axe, etc, etc. What it boils down to is you, and possibly a mate if you have a second joypad and any friends, choosing the characters you think are the hardest, then thrashing the life out of the game's villains. These are a collection of barbarians, skeletons, knights and fat blokes who seem to like nothing better than running onto the end of fists and dutifully falling over when hit. Each character has a varied set of moves, ranging from straightforward slashes to devastating throws. There's only one attack button, which means that the move your character executes depends on how close you are to the enemy. When the going gets really tough, pressing B and C pulls off a special attack which makes your character go completely loopy, lashing out in all directions and generally getting him out of trouble.



Does Clare know about the wings?

ON THE *OTHER* HAND

STREETS OF RAGE 2

If it's beat 'em up action you're after you won't get any better than this on the Megadrive. It's sooo much better than Golden Axe 3, it's well worth the extra couple of quid.

95%

REVIEWED: ISSUE 135

MEGADRIVE

PROS:Loads of levels and stacks of moves.
CONS:Boring, tedious, dull, unattractive. Is that enough?

GRAPHICS	Horrid yellow backdrops and animation that's fluid like ice isn't.	64%
SOUND	Scratchy digitised yells and slicing noises. Not much at all.	66%
GAMEPLAY	Picks up towards the end of the game, but dull to begin with.	56%
VALUE	It might not be good, but it's certainly very big.	60%

MISS DIGHT

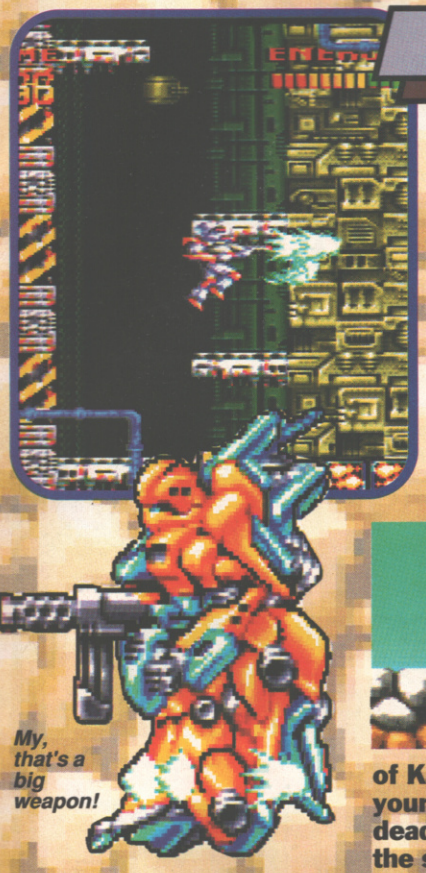
62

REVIEW

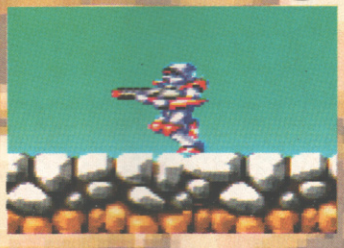
SNES | by SEKA | £44.99

OUT: On Import. Thanks to Console Plus (0532 500445) for the cartridge.

SUPER TURRICAN

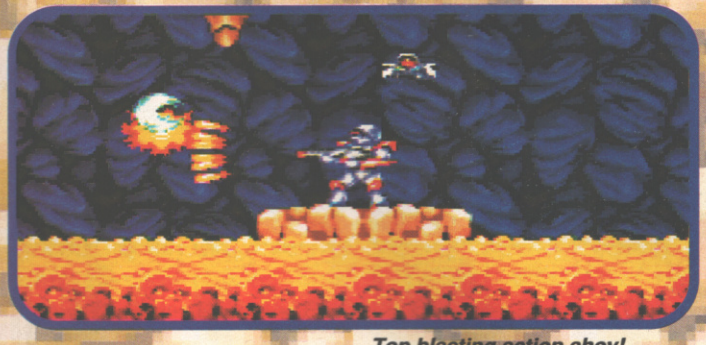


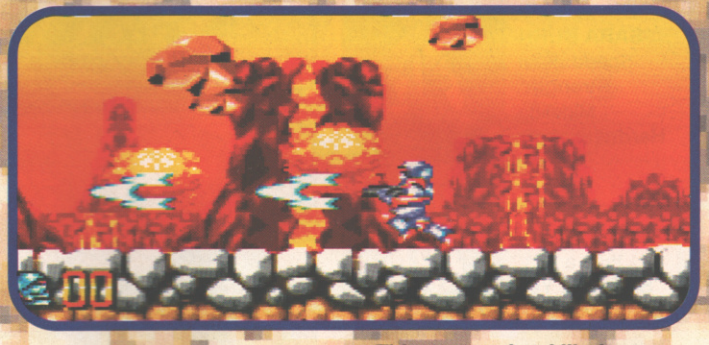
My, that's a big weapon!



The SNES conversion of the Amiga shoot 'em up classic is here!

There's not much of a plot to Turrican, but face it, a game like this doesn't really need one. Quite simply, as an agent of the United Planets Freedom Forces you've been sent to the distant world of Katakis to destroy its evil robotic ruler. Your only defence comes in the form of your Turrican assault suit, a device which turns your weedy agent into one of the deadliest killing machines in the galaxy and makes him a big hit with the girlies at the same time.





This weapon is a killer!

DEAD LEVEL

The game is set across 12 increasingly huge levels -so huge it's possible to go right through a stage without seeing most of it. Just to let you know how much you've missed, you're told how many lives and gems you failed to collect. Many areas are only accessible through secret passages, but it's worth tracking them down as they often contain loads of bonuses and cut out large lumps of the stage. No matter which route you take, they all lead to the same point and, obviously, some routes are better than others, coughing up more bonuses and less nasties. The only way to find these paths is through trial and error...

Top blasting action ahoy!

Crush him like a bug!

VERDICT

Talk about hard on the eyes! Turrican is a visual and audio feast. The graphics are garish and bold; play in a darkened room and you'll be seeing spots for weeks! The sound is equally amazing, especially if you got a surround sound set up. Once you've survived the sensory onslaught you've got to try and get through the game, which is nigh-on impossible. The 12 levels are massive, and incredibly challenging, not to mention packed to bursting point with hidden passages. Pure, mindless fun and no mistake.

PAUL ANGLIN

UP YOUR ARSENAL

The Turrican assault suit is the hardest single piece of kit in the galaxy, imbuing its wearer with incredible strength and a huge array of weapons. Initially the suit comes with a very basic gun and a device called a freeze beam, neither of which are brilliant when it comes to dealing death to intergalactic hordes.

Red: A very excellent spread shot which takes out enemies in front, above and below.

Blue: A straightforward, no-holds barred, total death-dealing laser.

Yellow: Bounce shots which are pretty good for firing around corners, but aren't very powerful.

Freeze beam: A long-range weapon which temporarily freezes any enemies it touches. Brrr!

Smart wall: Sends out a wall of energy either side of the suit, wiping out everything in its path.

Shield: Temporary immunity from the rigours of intergalactic adventuring.

VERDICT

Super Turrican is essentially the same as every other version of the game. What is does offer is a huge challenge which will test to the limits anyone who reckons they're even a bit good at action games. Each level is so massive you can go back time after time and still discover new areas. Despite being its best feature, Turrican's size is also detrimental. Each stage has a time limit which prevents you exploring large parts of the levels. Personally I prefer Super Contra, but this is still one of the better SNES blasts this summer.

PAUL RAND

Now that's a BIG baddy!

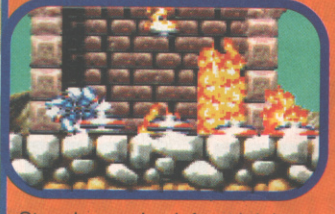
WHIRLING DERVISH

One of the Turrican suit's weirdest features is its ability to turn the wearer into a whirling circular saw blade of death. Not only is it deadly to most alien lifeforms, it also allows you to roll down passages which would otherwise be too small. Sounds strange? Here's how it works.

Things are getting hectic and energy is running low; a Steve McQueen-esque great escape is needed.

Clear some space then crouch down.

Press fire and your hero transforms into a spinning death blade.



Steer by moving left and right. Death to everything it touches!

Hitting fire in this form lays mines and fires dead nifty rockets.

SNES

PROS: It's completely huge and packed to the brim with action.
CONS: Difficult to the point of causing severe temper tantrums in some places.

GRAPHICS — Big, colourful sprites and bright parallax backgrounds. **83%**

SOUND — Zaps, whoops, bangs and the occasional good tune, all in surround sound. **88%**

GAMEPLAY — Frustrating at times, but at least there's plenty to kill. **82%**

VALUE — Very taxing, and massive to the extreme. **85%**

MISS OK! HIT

83

RUMBEL

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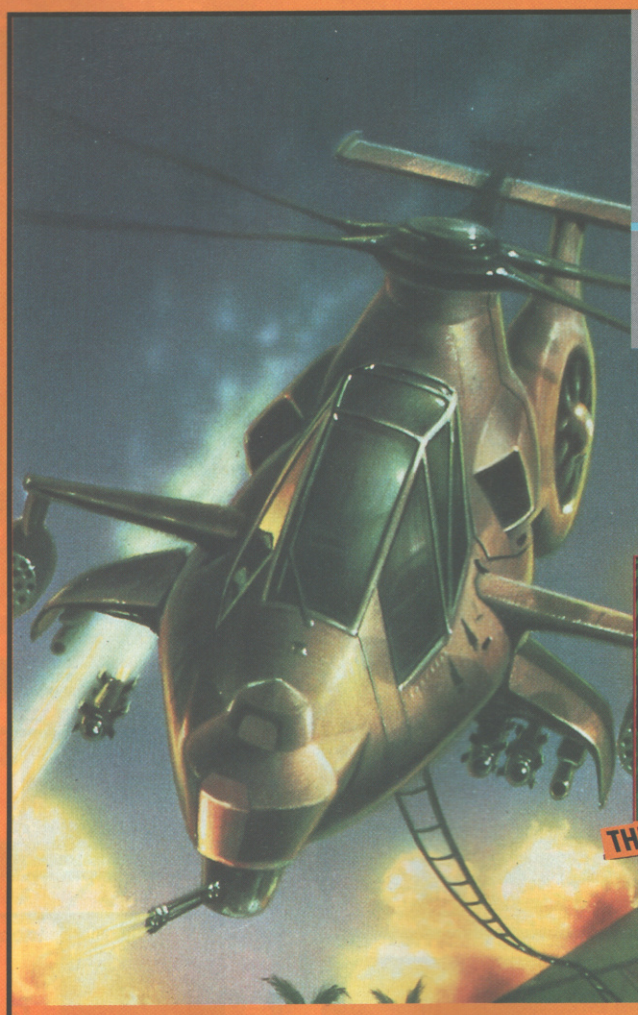

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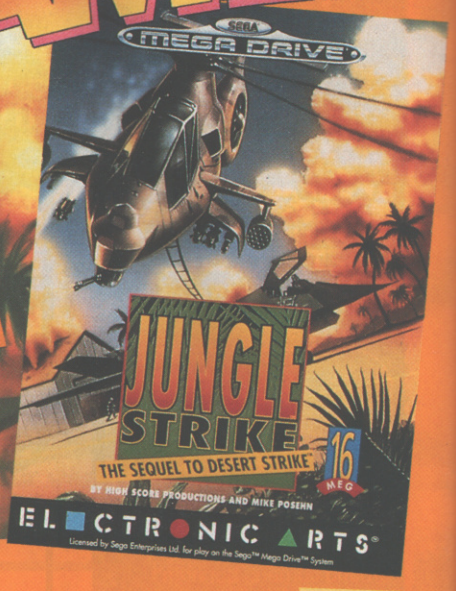

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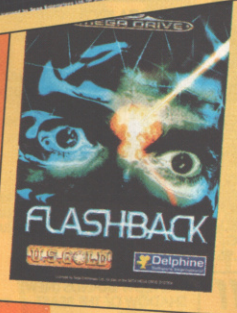

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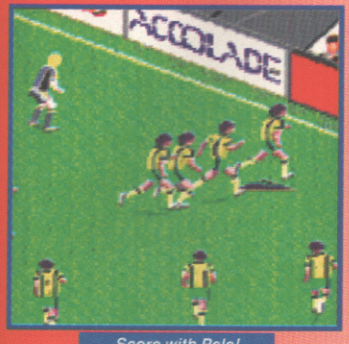
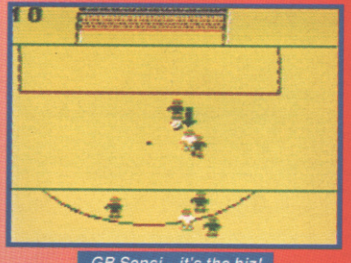


Score with Pele!

EA Soccer – on target!

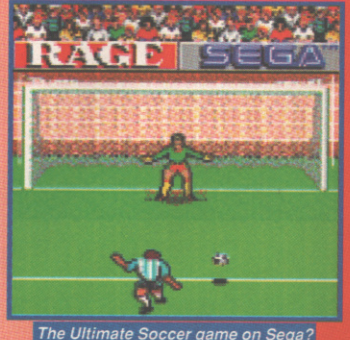
Kevin Keegan on SNES!

MD Sensi storms in!


GB Sensi – it's the biz!

Sensisoccer on GG!

Super Soccer II!



The Ultimate Soccer game on Sega?

The soccer season has started and with it comes the annual deluge of football games to tease, tantalise and test the patience of all those heartily sick of seeing such titles! There shouldn't be much annoyance this year, though; although there's the usual stack of soccer sims already released and on the way, many of them are of tip-top quality. In this exclusive CVG special, we give you a look at some of the best – and worst – footy games released and coming to your machine during the next few months. Some are brand new, others conversions of old favourites. All of them are hot names, but will they all be top games? CVG tells you what's good and what's crud! So get stuck in – as you all now by now, we never hold back on the crunching tackle!

REVIEW

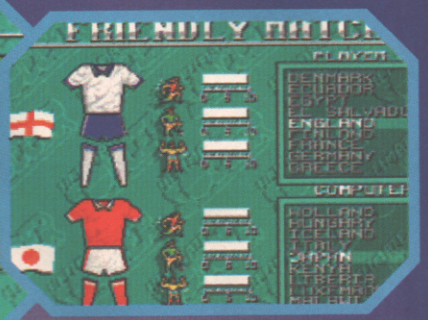
MEGADRIVE ▶ by SEGA ▶ £39.99

OUT: September. Contact Sega (071 373 3000) for information.

LIVERPOOL ARE DEFINITELY GOING TO WIN SOMETHING THIS SEASON

If multi-player games are your thing, then you've got it made with Ultimate Soccer. By plugging in two of Sega's four-player adaptors you can have up to eight people playing in a tournament! There is no option that allows two players to control one team, which is probably a good thing seeing as most efforts at trying that turn out to be complete cack, but what you can do is have every person controlling a full team and start up a league competition – as you can imagine, the competition can get pretty fierce.

Here's all the options; tweak to your heart's content.



Hmm, should be a pretty fair match.

What with the new season upon us, we can expect a barrage of footy games in the coming months – oh look, here comes the first one now!

ULTIMATE SOCCER

FOOTBALL CRAZY!

Remember last month's review of Striker on the SNES? You do? Well this month we have for you the wondrous Striker on Megadrive, except now it's called Ultimate Soccer. Ultimate Soccer presents you with much the same viewpoint as Striker, but you are given the option to go a bit closer into the pitch if you so wish. The only difference is that, if you use the deeper viewpoint, the screen closes up tighter on the players and you see less of the pitch. In fact, the main differences between the SNES and Megadrive versions of Striker lie purely in the huge amount of options that you can tweak to suit your style of play.

I RECKON...

Like its SNES forefather, Ultimate Soccer features three different competitions that you can enter. Ultimate league allows you to chose anything between 2 and 32 teams to take part in the league. As with all normal leagues, you'll play each team twice and then at the end of the season the winner will be announced. The good thing about the league is that you can select as many or as few teams as you want, so you don't have to play for hours before finishing the competition. The other two tournaments are essentially very much the same. Ultimate Cup features 24 teams battling it out for the prestige of the cup; as with the league competition, the Ultimate Cup features a password option so you can save your progress into the comp. Ultimate Knockout is probably the most fun option. You select 16 teams to play in the tournament and then the scrap really starts. The rules are very simple; if you lose a game, you're out! If you win all your games, the marvellous trophy is yours. Hurrah!

VERDICT

My first impressions of Ultimate Soccer were something along the lines of "Urggh". The scrolling isn't the smoothest thing in the world and the sprites look a little rough around the edges. In the end, this all amounts to a game that is rather hard to get into, but thankfully, once you do get there you realise how good it is. The huge amount of options that you can choose from gives you huge scope for realistic footy frolics; you can change everything from the surface of the pitch to the weight of the ball! Not quite the SNES version, but damned good in its own right.

PAUL ANGLIN

If the man on the post gets to that, it's a certain goal.

VERDICT

Considering the unusual 3D scrolling found in Striker, it was always going to be difficult to pull off on the Megadrive because it lacks any graphics hardware. While the overall effect isn't as good as the Nintendo version, it's still an impressive example of into-the-screen scrolling. The game itself isn't quite as playable as its SNES counterpart, but it's got some options that its forefather doesn't possess, the ability to play with eight-players being just one. This has some way to go to beat the likes of Super Kick Off for playability, but you could do worse than try it for size.

PAUL RAND

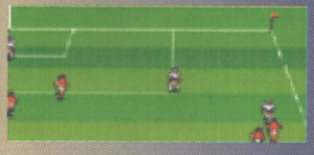
...BECAUSE THEY'RE REALLY RATHER GOOD!

You can choose between five different types of ball control: loose, dribble, push, normal or tight. The idea is that you start off playing with tight control, then you switch to loose where you'll need a touch more skill to get past players. Everything imaginable has been included in Ultimate Soccer, even the new backpass rule, which is a bit irrelevant because it's very rare that you need to pass back to your keeper anyway.

BE GREAT LIKE IAN RUSH IN THREE EASY STEPS

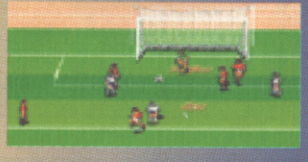
A

1) Run your player tight to the line.



2) When you get about here, cross the ball in to the area.

3) Take it on the head...



4) and score!

B

1) Run to the edge of the box.

2) Hoof the ball towards the far post.

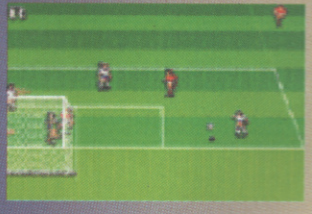
3) Have the man at the back post pick the ball up. Note: This sudden change of direction will send the keeper completely the wrong way – see pic.

4) The goal is at your mercy.

C

1) Run tight to the line.

2) Shoot from here and curl the ball towards the goal.



3) Unstoppable!

ON THE *OTHER* HAND

J. LEAGUE SOCCER

Reviewed last issue, J.League had everyone here going soccer mad. It takes a couple of goes to get used to the control method but it's sooo playable once you do. This is one of the best Megadrive footy sims around, not least because you can play as Rineker san!

88

REVIEWED: CVG No141

Welcome to the hop, skip and jump school of penalty taking.

MEGADRIVE

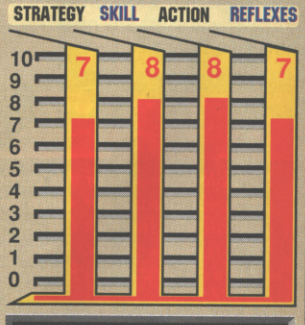
PROS: Loads of scope for long term realistic gameplay. Great fun with eight players.
CONS: Scrolling is a little suspect and the game can be a touch difficult to get into compared to its SNES counterpart.

GRAPHICS — Nice sprites, if a little rough around the edges. Slightly marred by dodgy scrolling. **83%**

SOUND — Reasonable effects and some convincing crowd noises. **85%**

GAMEPLAY — Once you get into the thick of it, you'll forget all about the hassle you had getting **88%**

VALUE — There's many a reason to be playing this for a very long time. **90%**



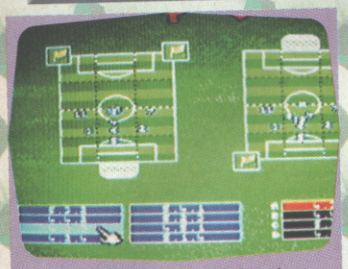
MISS OK HIT

86

REVIEW

SNES ▶ by IMAGINEER ▶ £49.99

OUT: October. Contact Imagineer (0322 292 513) for information.



Choose team formation from here.

The transfer table. And it's a bit bare.

With football fever biting at most consoles, and record numbers of soccer games being thrust upon us, there's finally a game which not only lets you have a good knockabout on the pitch, but deal with all the behind-the-scenes wheeler-dealing as well. Player Manager first appeared on floppy machines back in '91, where it cashed in on the phenomenal success of the original Kick Off. The SNES version is essentially the same game, with a few cosmetic changes and the endorsement of all-time Liverpool, England and now Newcastle footy great, Kevin Keegan!

ONE OF THE BEST FOOTY MANAGEMENT GAMES EVER COMES TO THE SNES – AND HOW!

KEVIN KEEGAN'S PLAYER MANAGER

MERCHANT BANKERS

Looming over the club like a bird that's ready to drop a particularly big sticky one, is the spectre of the bank. If the club starts to lose money, the board, rather than have it go into receivership, will threaten you with the sack. The only way to survive this is by flogging off players, often at discount prices. It doesn't stop there; if you start making loads of cash and hold on to it, the board will recommend you go out and buy some new players or, again, clear out your desk. Revenue is generated mainly through ticket sales, and people only come to see your team when you're winning. Premier division teams have it a lot easier; not only are their players worth more when they flog them, but they automatically attract larger crowds. They also pull in lots of money through sponsorship and get paid wads for any matches shown on TV.

The referee takes a dim view of particularly nasty tackles, so watch out.

FOOTBALL CRAZY!

VERDICT

The only downside of this game is that Rand hasn't shut up about meeting Kevin Keegan yet. Once he does that this will be the perfect console football sim. The Kick Off aspect prevents it from becoming dull during flat bits of the season, while the management section contains enough weight to keep Kevin Keegan's Player Manager interesting in the long term. My only criticism is that the icons could have been more self-explanitory – having to refer back to the manual every five minutes soon had me well wound up. This is the first football management game on SNES and if other such titles appear they're going to have to be VERY good, because Kevin Keegan's Player Manager is quite simply the best all-round footy game on the market.

GARY WHITTA

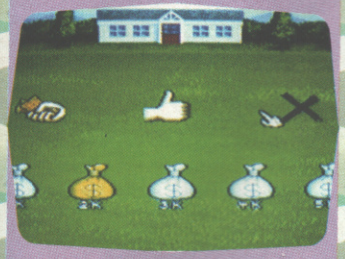
It's matchday! Get ready to play...

The main selection screen.

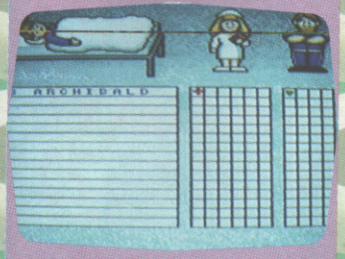
Step 1:

Select your team! Injuries and suspensions severely deplete a team's strength, so it's down to you to gauge the strength of the opposition and rest up the players who you think you won't need.

You want to hope the keeper's awake!



Why not give the players a bonus?



Oh no! Archibald's out for a fortnight!

These lads should do the job for you.

TRICKS 'N TACTICS

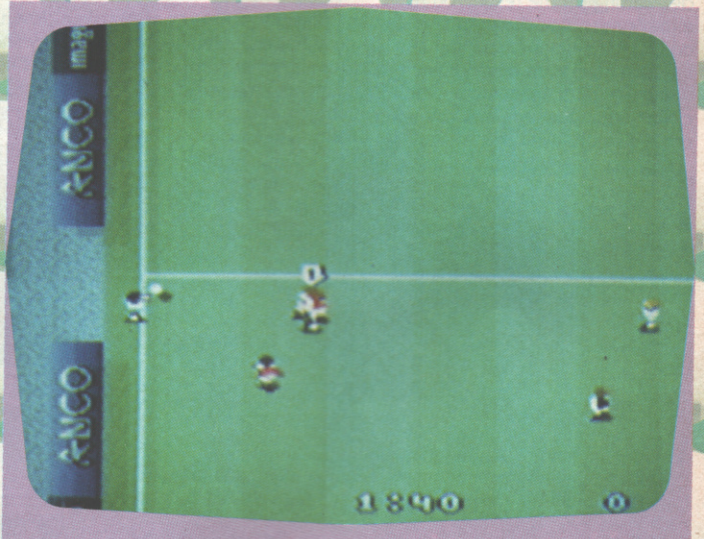
If you want to cut it in the high-octane world of Premier League management, you're going to need to kick your brain into gear and head to the boot room to work out your tactics. There are plenty of formations to choose from, ranging from the relatively safe 4-4-2, to the last ditch, must-score 5-1-4 all-players-forward pattern. Most players are suited to particular positions, such as midfielders and wingers. However, there always comes a time when you don't have the right player for the squad, so you'll need to turn to a utility player, if you have one in your squad. These guys can fill in the gaps at any position, bar goalkeeper, with only one disadvantage – they're very poor when it comes to shooting. Should things become utterly desperate there's always the transfer market to turn to. Here you need to put on the old Arthur Daley hat to try and knock down the price, and often splash out more than you bargained for to bring the squad up to full strength before an important match.

Close, but no cigar.

VERDICT

Not being the biggest fan of management games myself, I approached Kevin Keegan's Player Manager with some reservations. Luckily, those reservations were quickly quashed. This is a blinder of a game, which doesn't rely on swanky graphics to lure the player in; it comes down almost totally on the side of pure addictiveness to do the job. The graphics are a bit bland, but that's not important. The sound is hit-an-miss, but that's not important, either. What is important is the sheer amount of gameplay stored in the SNES cartridge – really too much to do justice to it here. Even if you hate this type of game, Kevin Keegan's Player Manager will eventually turn you around. The first of its kind on SNES, and the best for a long time to come.

PAUL ANGLIN



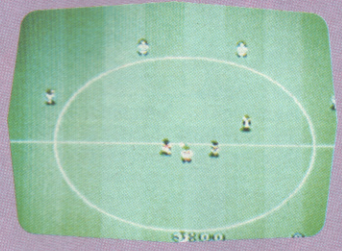
To throw in, just push in the direction you wish the ball to go and hit fire.

MATCH DAY

Before you even think about heading to a rival's ground for a kickabout, there are loads of preparations to make.

Step 2:

If you're up against a particularly tough team you might want to opt for a more defensive formation, or for a lesser club you'll want to throw your forwards up and hammer in as many goals as possible.



Step 3:

Finally your team runs out on the pitch and prepares for kick-off.

Step 4:

Oh dear, they seem to be scoring rather a lot of goals. Perhaps it's time to change formation. Something more defensive might be in order; you probably won't score, but at least it will limit the damage.

Step 5:

Well and truly thrashed. What can you say? "Please don't sack me" is a start, but whether the board will listen or not depends on your past performances.

KICK OFF!

Unlike the vast majority of football management games where the 'action' is depicted in text form, or by complicated little graphs, in Kevin Keegan's Player Manager you actually get to participate in a real game of Kick Off 2! This is a faithful recreation of the Amiga classic, right down to the aftertouch facility. Obviously, as good as it is, having to play a vast amount of matches during a season, not including cups, would become not a little tedious in one sitting, so there are options which allow you to either watch matches, or skip the on-pitch action altogether and go straight to the results. After each match is over you're shown a newspaper headline reporting on the team's performance, then depending on the result you're either praised or dragged over hot coals by the board. You can also find out from your team coach whether there were any deficiencies in your side, which helps when considering player purchases.

Looks like Kevin's been at the Grecian 2000!

TRANSFER LISTED

A player's attributes are broken down into several categories, with a yellow bar representing the level they should play to, and a black one showing his actual form for the season. If he's not playing to the level he should, then you can use that as an excuse to boot him out of the club, although in your impoverished position at the start of the game you can't really afford to lose any players.

TACKLING: *If this stat is high the player stands less chance of committing fouls.*

AGGRESSION: *High aggression means plenty of bookings, but lots of lovely injuries for the other side.*

MORALE: *No problems if the player likes the club, otherwise his performance drops.*

SHOOTING: *This shows how accurate a player he is in front of the goalmouth.*

RESILIENCE: *Determines how well he can absorb damage.*

PASSING: *High in this category means he can fire the ball in from any length.*

STAMINA: *Will he last the full 90 minutes, or collapse in the centre circle?*

KEEPING: *Safe hands? Or is he another Dave Beasant?*

FLAIR: *Is he another Gazza? Or Tony Adams on a bad day?*

PACE: *This shows how fast the player is.*

VERDICT

I was an immense fan of the original version of Player Manager – I'm a stickler for footy management games generally, so long as they're good. And this one most certainly is! For the first game of its kind on the SNES, Kevin Keegan's is the benchmark for all those who try similar games on cartridge. It's a thoroughly addictive piece of software that sucks you in from the word go, and doesn't let you go for a minute. It's battery-backed, allowing you to save your progress through the leagues, and there's even a Kick Off 2 arcade section in there which is better than the official SNES version of Kick Off itself! If you're tired of the same old stuff, then take a look at Kevin Keegan's Player Manager immediately – you'll be glad you did!

PAUL RAND

SNES

PROS: Loads of features and an excellent mix of strategy and action.

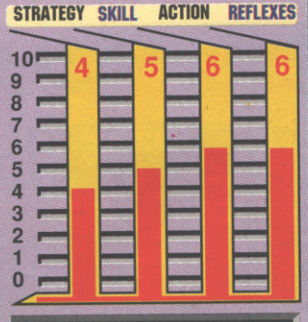
CONS: The dazzling array of icons make the game a little over-complicated in places.

GRAPHICS 79%
Small sprites, and Kev doesn't quite look himself.

SOUND 70%
There's not much really, apart from the crowd noises during matches.

GAMEPLAY 96%
A footy management sim with Kick Off included – what more could you want?

VALUE 95%
With league and cup matches, it will take you ages to become a top-flight club.



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PREVIEW

MEGADRIVE

by ELECTRONIC ARTS

£TBA

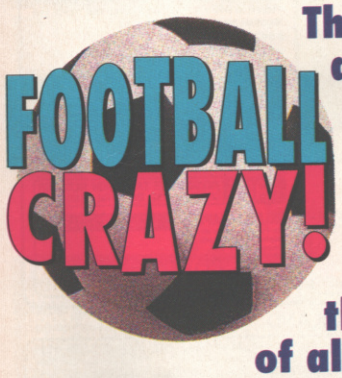
AUTUMN RELEASE

Stage of Development

75% Completed

EA SPORTS SOCCER

Chip the goalkeeper and the fans will love you forever.

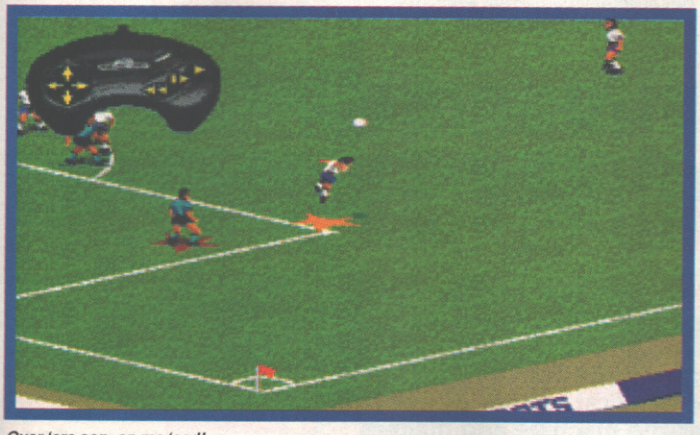


The company that's already conquered Golf, Basketball, Hockey and American Football is now having a crack at the greatest sport of all. But can a bunch of Yanks do justice to a game they know next to nothing about?

PGA Tour Golf. The NBA Playoffs. NHLPA Hockey. John Madden Football. Four of the best sports games on any machine anywhere, and all, remarkably, from the same stable – EA Sports. Electronic Arts' dedicated in-house label has produced some sporty stunners in its time, but they've all been based around games played mainly by Americans. Basketball, Ice Hockey and American Football are hardly big sports over here, after all. But with the increasing popularity of EA Sports' wares in Europe, and the US World Cup just around the corner, the team has finally turned its attention to the world's most popular sport. The Game of Billions. Soccer. It's a prospect that should get footy fans drooling with excitement and feeling a bit wary at the same time. EA Sports has produced a brilliant simulation of just about every sport it's touched so far, but soccer is a completely different kettle of fish. It's not an American game, never has been. They don't like it, and most don't even understand it. So how can an American company be expected to succeed where so many others have failed and produce a faithful and playable recreation of our great game? According to EA Sports, though,

Corner kicks are placed with a high-tech crosshair type of thing.

The flying foul always gets a good reaction from the crowd.



Over 'ere son, on me 'ead!

it's not a problem. EA has the same concerns about the American handling of a very un-American sport, so while the programming itself is taking place across the Atlantic (in Canada to be precise), the game is being designed and the whole project co-ordinated right here in the UK by people who know the sport and what makes a soccer game tick. The idea seems to have worked - although it's still in the relatively early stages of development, it's already looking like one of the most polished soccer sims of the year.

Unlike most footy games, which adopt either a top-down or side-on view, EA Sports Soccer goes for a more innovative three-quarter isometric perspective. It's not like any camera angle you'll see on TV coverage, but it allows for maximum visibility of the players and the pitch. Graphically, EA Soccer is going all-out to impress. The player sprites are made up of over 2,000 animation frames to take care of everything a real footballer can do – not just dribbling and tackling, but authentic diving headers, bicycle kicks, leg and chest traps and jinxing round defenders. Trust us, they look good.

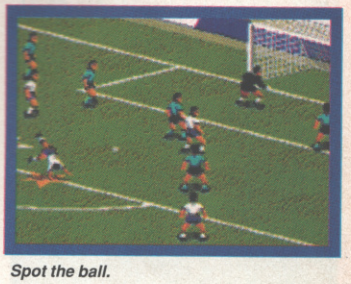
As to the game itself, it's based on an international theme with 40 teams from around the globe competing in a round-robin tournament for a fictional trophy. All the teams are based on the real things, with recognisable playing styles and strategies to get to grips with. And the realism continues down on the pitch – literally. The playing surface changes during the match according to variable weather conditions and, like Sensible Soccer, the background crowd noises are "context sensitive" with cheers, groans and a host of traditional soccer chants accompanying the on-field action.

Fans of traditional soccer sim features will be pleased to hear that there's a VCR-style action replay option, so you can view your favourite goals, tackles etc again and again with slow motion and freeze frame options allowing players to analyse play in more detail. Its main use though, as we all know, is to show off your silky skills to your mates.

With plenty of work still to be done on crucial elements like player control, EA Sports Soccer is still some way from completion, but already it's looking like a championship contender. It's due for release on Megadrive in November, with Super NES and possibly Amiga versions to follow, depending on its success. We reckon that when push comes to shove in the footy free-for-all this Autumn, EA Sports Soccer could turn out to have the biggest boots in the ballpark. Oh, and look out for news of a special big-name licence which, if all goes well, will be tied into the game a la John Madden. We'll keep you posted, but in the meantime look and drool...

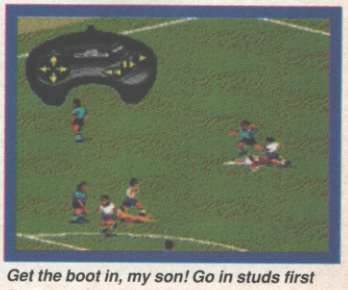
Sliding tackles look good, but they rough up the turf.

Stick it up the wing!



Spot the ball.

A save worthy of Tim Flowers himself.



Get the boot in, my son! Go in studs first for more shin damage.

REVIEW

by HUMAN

£44.99

OUT: On import. Thanks to Console Plus (0532 500445) for the cartridge.

SUPER FORMATION SOCCER II

FOOTBALL CRAZY!

Super Soccer was the first footy game on the SNES, and seeing as it's knocking on a bit now, Human thought it about time to release a sequel.

Cast your minds back to the release of the SNES all those years ago. Super Soccer was one of the first games available for the machine and makers Human have come up with a sequel Does it make a first-team appearance, or will it limp around like Bryan Robson after a week into the season?

There are still a ton of international teams to choose from and the bizarre pitch perspective has been retained, but it does it have any playability?

JIMMY

For those of you out there who are suffering from deja vu, you're right! You have seen these exact same screenshots before – well, almost. The graphics have more or less remained unchanged; oh blow it, I'm sorry but this really is just the same game as the original. There are a couple of little changes but not nearly enough to warrant an entirely new game. We would prefer the PC Engine version of this to the SNES one, and that's not much cop either!

Euggh, get away from me.

TREVOR

There aren't a massive amount of options that you can play around with here, save for a few more competitions and the option to choose an all-star team. The new comps are Exhibition, One-cup tournament or a penalty shootout. The cup is quite a challenge as you have to play against all the computer controlled teams to win, which can take some doing. The penalty shootouts are worth practising because any game that ends in a draw instantly goes to penalties.

Just beyond the keeper.

BRIAN

For all SNES-owning footy maniacs out there, don't worry too much; hope for a decent SNES game of footy is not lost. For instance, look at last month's review of the fine Striker, and take a peek through this issue – there are loads of top soccer games coming out on the SNES at the moment. Of the ones we've seen, it looks as though Striker is going to be the biggie, but there's a few more to come yet so watch CVG and we'll tell you just which ones to get and which to avoid.

That's well wide.

VERDICT

Ooh dear, I don't think I've seen a football game this bad for a very long time. The big problem with Super Soccer II is simple: the game is almost identical to the original, and whereas that may have been okay a year ago, games have moved on a huge amount since then and this is really showing its age horrendously. The game is just so slow and crap that you're bored with it inside of one go. It seems as though Human are stuck in the dark ages of SNES technology and haven't realised what this machine can actually do yet, and produced a game that shows exactly that. Very poor.

PAUL ANGLIN

SNES

PROS: Umm, can't think of any.

CONS: This looks like the kind of SNES game that was being churned out about 18 months ago – complete cack!

GRAPHICS	The SNES can do much better than this. These sprites are awful.	78%
SOUND	Tragic speech at kick-off and unconvincing effects.	65%
GAMEPLAY	What little gameplay there is bores you absolutely rigid in minutes.	47%
VALUE	What value?	32%

STRATEGY	SKILL	ACTION	REFLEXES
0	4	2	1

MISS OK! HIT

36

PREVIEW

MEGADRIVE

by ACCOLADE

Around £40.00

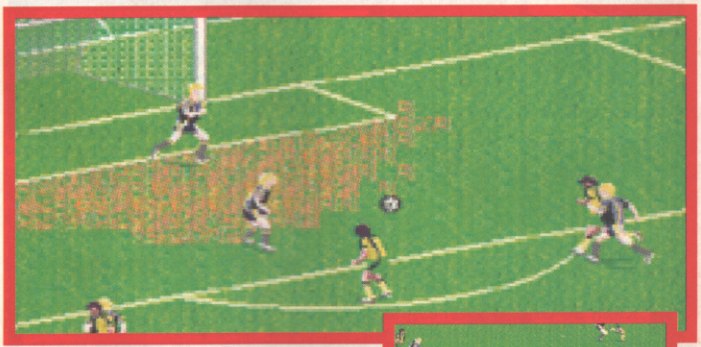
AUTUMN RELEASE

Stage of Development

65% Completed

FOOTBALL CRAZY!

The greatest footballer of all time doesn't lend his name to just any old game – so what's so special about Accolade's latest?



Homing in on goal. Don't bottle out now!

PELE!

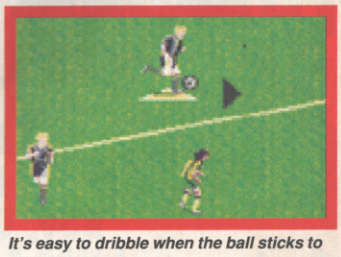
He's still regarded as the greatest player the world has ever known. His name has been a legend around the world for the last thirty years. The man IS football. He's Pele, former captain of Brazil, multiple World Cup winner and currently the sport's greatest ambassador to the world. And, of course, the man whose name adorns Accolade's entry into the Autumn soccer battle. It always helps to have a big name team or star endorsing your game, and they don't come any bigger than Pele. Licence aside, Pele! the game is shaping up to go head–to–head with EA Sports Soccer when it's released in November on Megadrive and Super NES. There are definite similarities between the two, not least the 35 degree isometric viewpoint that both games employ. Add to that the fact that both games feature 40 teams from around the world, have changeable weather and replay features AND are both being programmed in Canada, and it all gets a bit like an episode from the Twilight Zone. Only one game, though, can claim to have THAT name on it.

"I helped design the game, so you know it's realistic," says Pele. "I'm also available throughout the game as a coach. We use the attributes and characteristics of real players, and feature games played in various kinds of players, and feature games played in various kinds of weather. You can even play as me in a special skills contest. The game's just the way I like it – physical, exciting and powerful."

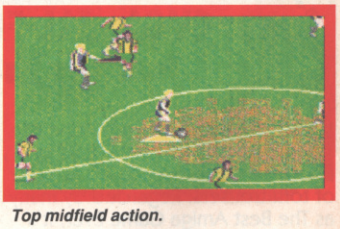
Rather than EA Soccer's round robin tournament, Pele! takes players through a 30–match league season, with the 40 clubs from Europe and Latin America. In addition, if you really fancy your chances, you can go up against a faithful recreation of the Brazilian 1962 World Cup winning side, captained by Pele himself. "Everything about the game offers true–to–life soccer, from the crowd chants to the tilted 35 degree perspective of the pitch which gives a TV-style feel, and an additional option to replay the best moves from a match." So says producer Robery Daly, anyway.

At time of writing, Pele was still looking a little rough around the edges, as development team Radical still has a lot of work to do on the look and feel of the whole thing. One thing that's already in, though, is a digitised attract sequence featuring clips of Pele's greatest goals. "Love is more important than we take in life. Everything passes", says Pele. And who are we to argue?

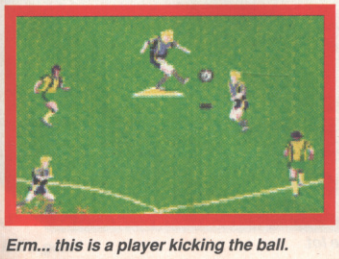
Oh, so close!



It's easy to dribble when the ball sticks to your feet.



Top midfield action.



Erm... this is a player kicking the ball.

Take your pick of all the teams in Europe.

PREVIEW

MULTI-FORMATS

by SONY

£TBA

AUTUMN RELEASE

Stage of Development

90% Completed

SENSIBLE SOCCER

FOOTBALL CRAZY!

The biggest Amiga game of 1992 has at last surfaced on consoles! Sensible Soccer is on its way to (deep breath) Super NES, Megadrive, Game Boy, Game Gear, Master System and NES from Renegade and Sony. CVG's ALL-FORMATS EXCLUSIVE has all the details...

If Sensible Soccer wasn't one of the biggest software events on any format last year, I'll eat a pair of tofu trousers. Regarded by many as The Best Amiga Game Ever, it's also the biggest selling Amiga title of all time, which isn't bad going. But if ever a game deserved the success it got, it's Sensible Software's answer to the Kick Off phenomenon, a game that took Dino Dini's original idea and improved upon it massively to create a computer footballing experience second to none. For many, Sensible Soccer is one of the main reasons to own an Amiga rather than a console.

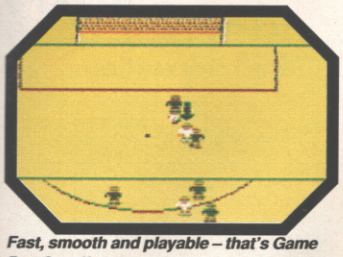
But not for long. Sensible Soccer is at last nearing completion on consoles, and judging by exclusive CVG playtests carried out this month, the new versions are even better than the Amiga original! Megadrive and Super NES versions lead the way, and have both been produced by Sensible, the game's original creators, while the 8-bit versions have been farmed out amongst the industry's top third-party developers. But whatever machine you own, you're guaranteed a tip-top conversion.

Console owners not familiar with Sensible Soccer but looking for a visual feast are probably in for a disappointment, however. Although the presentation has been spruced up for the 16-bit machines, Sensible Soccer isn't about fancy graphics and sound – it's about gameplay, pure and simple, and that's why it's been such a massive success on floppy. Its realistic and instinctive control method, fast, fluid action and atmosphere

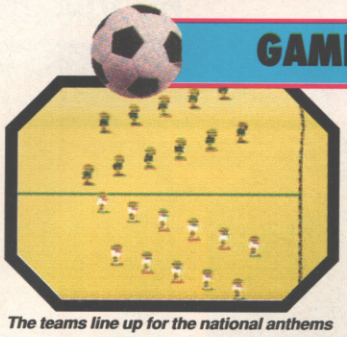
Ooyah! Get the studs in!

The Game Gear version is one of the best of the lot.

GAME BOY

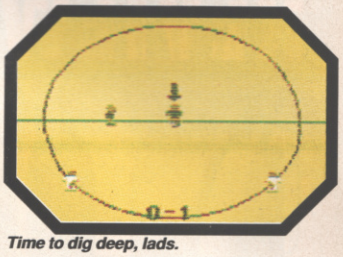


Fast, smooth and playable – that's Game Boy Sensi!



The teams line up for the national anthems

That famous title screen



Time to dig deep, lads.

combine to create a game that's not only extremely playable, but actually feels like a real game of football. More than anything else, this is what Sensible and the other developers have tried to port across onto the new console versions, and they've even added a few new gameplay tweaks and enhancements for good measure. More on those extras in a bit.

Generally, Sensible Soccer on consoles is a carbon copy of the original. Everything is in there, from the full list of national, domestic and comedy teams to the manager's bench, the tournament designer, match highlights... everything, in fact, that the Amiga player enjoyed, plus a bit more besides. Most of the changes that have been made have been forced by the new formats, so now there's a battery back-up facility to save your current tournament, the option to play in-game music (no console game would be complete without it) and slight changes have been made to the names of the real-life players for copyright reasons, so, for example, instead of Des Walker you'll get Das Welker or something equally spurious. But don't worry, you can still change the names of players and teams to whatever you like.

Sensible Soccer now features three levels of difficulty – Beginner, Normal and Advanced. In the original game the ball never fully stuck to the player's foot. It all depended on the playing surface, how far the player was from the ball and other factors, so it took skill to control and dribble the ball. Now, console players can simply select Beginner level and have the ball stick to their feet like glue, making for much easier control. On the higher levels, however, the ball has more of a life of its own, so there's a touch more skill involved.

The console joypads' extra buttons haven't been wasted, either. With more kick controls to play with, the new versions have made much more use of the star players on each team. These million-pound wonders are marked by (you guessed it) a star over their heads, and when one of them is in control of the ball, a shot of the A button (rather than the usual B for kick) produces a thunderbolt blast of a shot at goal, no matter what direction you're facing at the time. These shots are much faster and harder to save than normal ones, so in a sense it's more like real football – if you have a star striker, you'll want to get the ball to him as often as possible so he can blast it into the net. Because of the power of the kick, the "shoot on goal" button is also well used by defenders and midfielders for giving the ball an almighty welly up the pitch.

Megadrive and Super NES owners can look forward to a version of Sensible Soccer that graphically and sonically is every bit as meaty as the original, but what about the smaller machines? Well, though Master System and NES versions may look a little blocky, the gameplay has been translated faithfully, and both have an impressive turn of speed. And the hand-helds are a particularly pleasant surprise – the Game Gear is actually faster and smoother than the Master System, while the Game Boy, although some changes have had to be made to the scale of the pitch and players, seems to have captured the original's fast, fluid feel. All in all, no matter what machine you own, it looks as though you're in for a right royal footballing feast by the end of the year. It's not a simultaneous release, but all versions should be launched within a few weeks of each other, starting in late October. Keep 'em peeled for the CVG reviews, coming soon...

MEGADRIVE

Flash new presentation for the pre-game show

Time for kick-off

It's a goal!

You can make a team out of your best mates if you like.

REVIEW

AMIGA | by VIRGIN | £29.99

OUT: Now. Contact Virgin (081 960 2255) for more information.

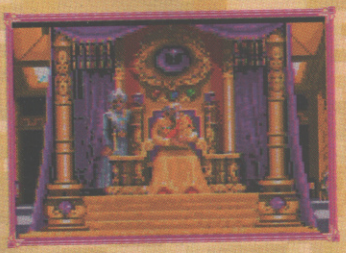
DUNE II

Death, destruction and deserts in Virgin's game of the film of the book.

It's a rare day when a PC game is converted to the Amiga without losing any of its speed or character. So it's kudos to Virgin (as they say in some parts) for coming up with an Amiga version of Dune 2 which is every bit as good as the original. The game's plot is a horrifically complicated meld of futuristic politics and trading. Basically, as leader of one of three major trading houses you've been given the contract to mine spice, which is a potent fuel allowing light-speed travel, on the desert world of Arrakis. The more spice you gather the more rewards you reap. Of course, it also helps to do over the houses in the process, thus earning wads of money and respect.

Look mummy, it's the scary Emperor.

Cyril congratulates you on winning a campaign.



The Emperor isn't pleased with you.

An advisor to the Atreides.

This vehicle mines the spice.

BATTLE ZONE

Combat is a simple matter of selecting one of your units then clicking on what you want them to destroy. Each team has a limited energy rating, which depletes as they take hits. It's much quicker to repair an injured squad than it is to build a new one, so a tactical withdrawal, or running like the wind, is often a good move. If you're not too good at marshalling your forces, it's worth playing as the Harkonnen, who are the most aggressive of the three houses. This way you eliminate the side most likely to attack you.

VERDICT

The film may be stupid and a bit crap, but the original Dune game wasn't too bad. And the sequel is a scorcher! Virgin has done a grand job of converting Dune 2 from the PC, losing nothing in the transition. Graphically the game is quite spartan, but that's due to the nature of the thing. There's a dollop of fine sampled speech in there, and more importantly, lots of strategic planning and battling to be had. Not everyone is a fan of this genre, mainly because they've never given the genre a chance. And Dune 2 is such an absorbing title that it would a sin to let it pass you by.

PAUL RAND

VERDICT

Right from the off you can tell that a lot of time has been invested in producing this game. The presentation throughout, from the excellent graphic cut scenes to the digitised speech, is top-notch. While it looks very good, Dune 2 is very similar to the first game. So if you've got that, I wouldn't recommend this. However, if you're new to Dune you're in for a real treat. Dune 2 has everything you could ask for in a strategy game, from trading and politics to a thoroughly well worked-out plot. If you fancy spending a few hours locked up with a real heavy-hitting game you won't get any better than this.

STEVE KEEN

LOADSASTRATEGY

The game is heavily strategy based as you attempt to out-trade and out-fight your rivals. The main source of your power comes from your excellent build-anything factories, which produce tanks, soldiers, spice-mining vehicles and everything else a healthy spice refinery needs. Every so often one of your opponents decides that political wheeling and dealing isn't enough, they'll try and take over you installation by force. If you're well prepared this isn't as bad as it seems, as you simply unleash your dogs of war and put on your Napoleon hat for a high-tech barney in the desert.

THREE STAGES IN THE LIFE OF A SPICE MINER

1. You've just landed on the planet and all you have are a couple of soldiers and a factory. The first thing to build is a Wind Trap, which is a sort of power station. This will give you the resources to build other, larger installations.

2. Once you're up and running, the next thing to build is the spice refinery. This comes complete with harvester, so you don't have to build one of those.

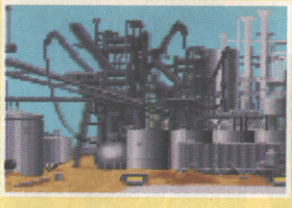
3. The final stage is fortification. A well-built installation is a prime target for enemy forces, so you have to protect it. Light vehicle factories, barracks and other specialist buildings allow you to create military units to fend off enemy attacks and launch a few raids of your own.

CONSTRUCT-O-BASE

Building on sand isn't a very wise idea, but owing to the lack of rock on Arrakis, this is what you must do. Before you attempt any sort of construction you first have to lay down giant concrete slabs. Only when they're in place can you order the creation of useful sites such as:

Light Vehicle factory: This installation produces nippy little armoured cars, allowing you to create a rapid response force.

Wind Traps: Power is essential, and the only way you're going to get any is by building these giant eco-friendly wind traps.



Spice Refinery: There's no point in sending your people out mining for spice if you can't do anything with it. Build a refinery and you can create perfectly usable spice while burning off any unwanted elements into the atmosphere.

Infantry Barracks: General infantrymen are cheap to train, although this is reflected by them not actually being any good in a straight fight. Still, they come in very handy for holding up determined enemy attacks while you produce decent units.

MIND YOUR MENTATS

Advising the various houses are the mysterious Mentats. These are a race of people who are completely brainy, and very nosy, so they always have the latest information. Should you play the house Atreides, your Mentat is Cyril. While this doesn't sound like much of a name for an intergalactic Einstein, he's the only Mentat in the game who isn't completely out of his tree. It pays to listen carefully to his advice if you want to get the upper hand over your twisted rivals.

AMIGA

PROS: Stunning graphics help to create an excellent atmosphere.
CONS: Can be heavy going at times.

GRAPHICS	Incredible static shots and characters.	92%
SOUND	Strange music and some excellent digitised speech.	86%
GAMEPLAY	Some people might never get into this.	88%
VALUE	If you like it, you'll be playing for months.	90%

MISS OK! HIT

89

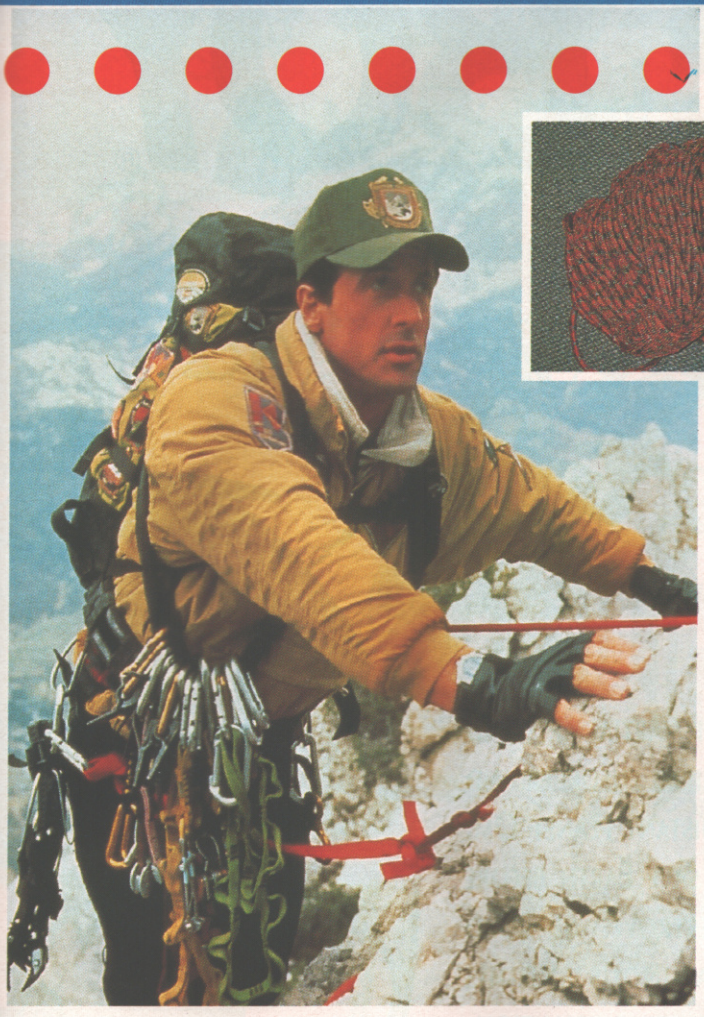
WIN! SLY'S CLIFFHANGER CLIMBING ROPE!

As used by Sylvester Stallone in the movie!

PLUS

Tons of Cliffhanger soundtrack CDs and Columbia vids!

COURTESY OF SONY



No, we're not joking. Not since we gave away Arnie's actual Terminator 2 T-shirt have we had a prize quite as mouth-watering for film fans as this. We all know how Sylvester Stallone's high-altitude thriller Cliffhanger has been wowing audiences around the world of late. Let's face it, it's a bit of a top-class action fest (poor little Paul Anglin felt quite queasy for a few weeks after first seeing it, and still has problems travelling up to the top floor of CVG Towers), so a completely authentic and original prop, especially one used by the man Sly himself, would be rather a first-class giveaway, don't you think?

Well brace yourself, because that's exactly what we've got! After several weeks of hush-hush talks with Sony Imagesoft, who are producing the Cliffhanger video games, we've managed to secure one of the actual climbing ropes, complete with all the metal bits at the end, used by Sly as he takes on top international terrorists across the Rocky mountains in the movie. Without this rope and the metal bits, Sly's character would undoubtedly have been killed and the terrorists would have triumphed, so you can see how important a prop it was. This authentic item is just the thing with which to impress your Cliffhanger fan mates. And, even though it's a movie prop it performs all the functions of a real rope, so you can use it to tie things up, tow cars and everything!

And that's not all! In addition to the Cliffhanger rope, the winner will also receive an original Cliffhanger movie soundtrack on CD AND five Columbia/TriStar videos of their choice! Not too shabby. But what if you're not so lucky? What if your postcard isn't the first one pulled out of the CVG hat, but one of the ten that follow it?

Well, as a runner-up you'll be sent a Cliffhanger CD soundtrack and any Columbia vid you like. So all in all, eleven people are going to walk away from this competition feeling very pleased with themselves indeed. And one in particular will probably have to buy themselves several new pairs of undies, given the excitement factor involved. Not a bad bunch of stuff all round, eh?

WHAT DO I HAVE TO DO?

Oh, it's really very easy. We have concocted a trio of almost laughably easy questions for you to answer, and stuck a tie-breaker on the end because we know you don't like them very much. Simply complete the posers below and whisk your completed postcard to **THIS PRIZE IS NOT AT ALL ROPEY, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.** The closing date is September 15th 1993, so get a crack on.

THE QUESTIONS

1. In which really cack movie did Sly play a futuristic racing driver?

2. What other top rock-climbing movie starred Clint Eastwood?

3. In what famous mountain range is Cliffhanger set?

THE TIE-BREAKER

I have a really good use for Sly's Cliffhanger rope, which is:

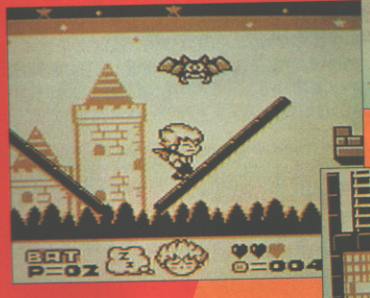
THE SMALL PRINT: Employees of Sony and EMAP Images are not allowed to enter. The editor's decision is final and no correspondence will be entered into. And, erm, whatever other stuff we have to put in this bit.

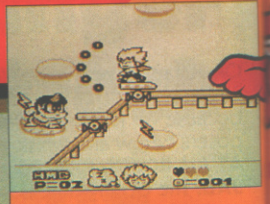
GAME BOY®

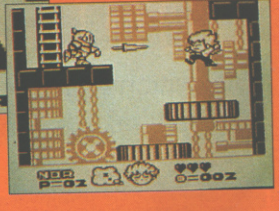
Nintendo®

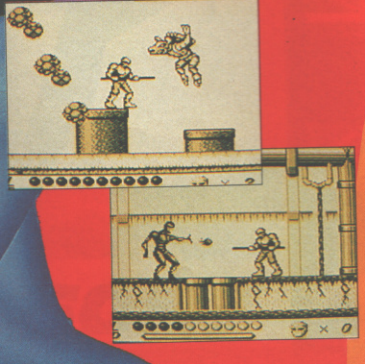
ZEN
INTERGALACTIC NINJA™

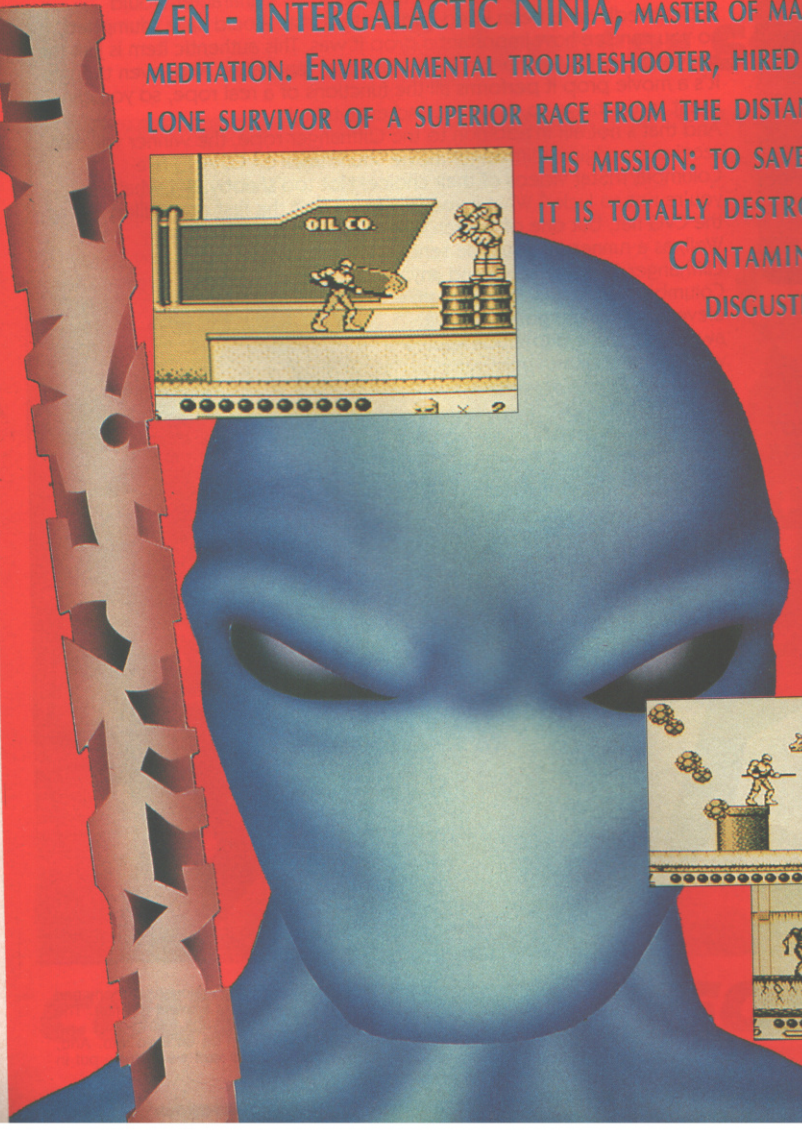
ZEN - INTERGALACTIC NINJA, MASTER OF MARTIAL ARTS AND MEDITATION. ENVIRONMENTAL TROUBLESHOOTER, HIRED ENFORCER AND LONE SURVIVOR OF A SUPERIOR RACE FROM THE DISTANT PLANET OM. HIS MISSION: TO SAVE EARTH BEFORE IT IS TOTALLY DESTROYED BY LORD CONTAMINOUS AND HIS DISGUSTING POLLUTION.





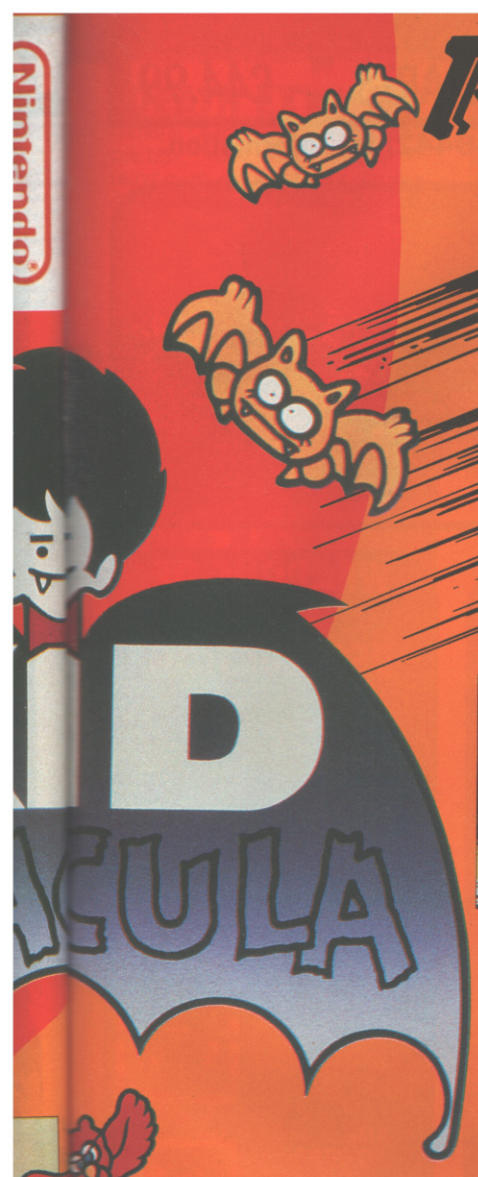






RAGING FIGHTER

A SELECT GROUP OF MARTIAL ARTS MASTERS FACE THE ULTIMATE CHALLENGE IN ONE ON ONE COMBAT. AN ANNUAL TOURNAMENT WHERE THEY MUST CHALLENGE THE TOUGHEST OPPONENTS. IF THEY SURVIVE THIS COMPETITION, THEY THEN MUST FACE THE HARDEST TEST OF ALL.... A FIGHT AGAINST THEIR OWN ALTER EGO.



HE'S THE COOLEST LIVING CORPSE EVER TO STAKE HIS CLAIM ON GAME BOY. With 7 powers, 2 fangs and 1 serious attitude, Kid Dracula is a vampire you won't want to mess with.

Original Nintendo Seal of Quality

KONAMI

Distributed by KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

REVIEW

MEGADRIVE ▶ by ELECTRONIC ARTS ▶ £44.99

OUT: Now. Contact Electronic Arts (0753 549442) for information.

GENERAL CHAOS

It's Moronica versus Viceria in an all-out Megadrive battle to the finish!

Atten-shun! Right, you 'orrible little lot! Get in shape – you're in General Moronica's army now. Where you from, boy? Blackpool? Only steers and fat unfunny comedians come from Blackpool, an' I don't see no horses. Right, I want you lot to pick up the largest weapons you can find, run at the enemy and shoot them all. Got that? When you've done that I want the survivors to reload and head upfield in a sort of northernly direction and batter the whatsits out of General Viceria. And get back into line Anglin, before I have you scrubbing the privvy with a toothbrush.

WEAPONS OF MASS DESTRUCTION

Violence is the name of the game and to make sure you dish out plenty you're given a bountiful array of weapons. Each one comes complete with its own special effects and unique set of death animations

MACHINE GUNS
Rapid fire death. Especially useful for taking down individual targets.

ROCKET LAUNCHERS
Handy for wiping out multiple targets at long range.

FLAME THROWERS
The best in close-range offence. Reduces opponents to smouldering wrecks.

GRENADES
Doesn't have the distance of rockets, but just as devastating.

DYNAMITE
The most powerful of the lot. It's a case of planting it then legging it as fast as possible.

DEATH EXTREME

General Chaos gives you one simple task – wipe out the enemy using every means at your disposal. All this is done in a humorous vein; at least it's as humorous as you can get when the opposition is burning to death at the hands of your flamethrower-wielding psycho commandos. As a General you command an attack squad consisting of between two and five heavily armed soldiers, issuing orders to them individually as they try to get one over the enemy.

Ooyah!

Crikey! Things are getting heated.

Da boyz!

VERDICT

General Chaos seemed my sort of game; lots of needless violence and not much thought. After a few games I started to come to terms with the fact that this wasn't the case. The violence is there but the brainpower required would make Einstein skulk off for a couple of Nurofen. The problem is caused by you having to control your team members individually. This means that unless you can think on five levels at once, you're going to have a hard time keeping your squad out of harm's way. A good game let down by a dodgy control method.

PAUL ANGLIN

BOOT CAMP

Before you enter the battlefield it pays to haul ass to the boot camp. Here you're trained in the fine art of close combat, as you're taken through each stage of the game one by one. It's essential for novice combat-meisters to attend basic training if you don't want to find your massed legions slaughtered on the battlefield the morning after. You're taken through the art of fighting step-by-step, although the general theme tends to be blow the heck out everything that's not on your side.

Guns galore!

VERDICT

General Chaos looked really good when we got to check out a preview version of it a couple of months ago. Now we've got our hands on it, we're a little disappointed. The graphics are a little small, but they're well animated and there's a lot going on at any one time. Sound fits the mood; there's a lot of music and effects, although I've heard better elsewhere. The thing that puts me off General Chaos most is the actual gameplay; everything gets too muddled because of a poorly thought-out control system. With a four-player adaptor, things get better because you don't have to worry about taking charge of five fighters at the same time, but you frankly shouldn't have to fork out extra to make for a more playable version of the same game.

GARTH SUMPTER

SMELLS LIKE TEAM SPIRIT

When you send in the lads for a brawl, you need to make sure you've chosen the right people for the job. In the barracks are four different squads, each suited to particular tasks.The assault squad consists of your general purpose troops, who can handle most situations competently, but without outstanding results. The demolition team, on the other hand, is essential if your mission requires you to destroy large amounts of enemy equipment. For specialist missions you have a team of two commandos, who are complete nutters capable of taking out enemy troops before they've realised what's going on.

MEGADRIVE

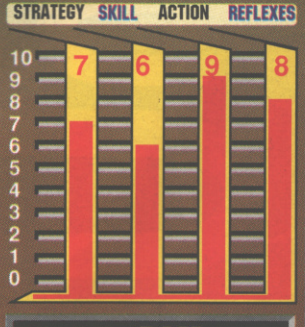
PROS: Humorous animation and total and utter carnage on the combat field.
CONS: Controlling five soldiers at once is awkward and the missions aren't varied enough.

GRAPHICS — Small sprites but humorous animation and big explosions. **75%**

SOUND — Suitable music and plenty of explosive sound effects. **78%**

GAMEPLAY — The control method is frustrating and brings down the whole game. **68%**

VALUE — It's fun with two or more players, but becomes dull on your own. **69%**



MISS **OK!** HIT

68

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Take a bath in milk

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Get on a bus you've never been on before

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Croon to your partner under a full moon

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Say yes for a day

TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Phone someone you love
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Take a friend to the zoo
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss 100fm

REVIEW

MEGADRIVE ▶ by ACCOLADE ▶ £39.99

OUT: August. Contact Accolade (081 877 0880) for more info.

BOTH SEGA AND NINTENDO HAVE THEIR OWN PLATFORM BASED HEROES – BUBSY IS THE ONE CARRYING THE ACCOLADE TORCH.

BUBSY THE BOBCAT

Claws encounters of the furred kind

Terror is gripping Third Earth! The world's supply of yarnballs is mysteriously diminishing and there can be only one guilty party – the Woolies. The Woolies' home planet of Rayon is under threat; you see, the story goes that Rayon's civilisation is powered solely by high fibre plasma engines which utilise yarnball superclusters at their core, so as you can imagine, the Woolies get through a rather large amount of yarnballs. So the Queens of Rayon, Polly and Esther have sent their armies to Earth to retrieve as many yarnballs as they can possibly carry, but there was one thing that the citizens of Rayon didn't count on – Bubsy the Bobcat. Bubsy has the largest stash of yarnballs on earth, and you can bet he's going to defend them with his life. The entire planet is depending on Bubsy protecting his beloved yarnballs – good luck.

Don't you love the fair mate?

Aieee!

THE ONE THAT EATS WITH ITS PAW STUCK IN THE CAN

If Bubsy falls from a great height then you still have one line of defence to stop him from dying. By pushing the A button whilst in mid-air, Bubsy will glide gracefully to the ground. This method of control is also extremely useful for reaching loads of yarnballs all in one jump. If you run extremely fast and then hit your jump button, you can glide in the air for absolutely ages and clear the largest of gaps. He's the best pussy in the world – hurrah for Bubsy.

Gorgeous backdrops eh?

TOM

There's nothing more annoying when you're playing a game than if you die and have to start from the very beginning again, but it's equally annoying when a game is so easy 'cos you start from exactly the same place when you die. The answer is of course those wonderful things known as restart points. In Bubsy, the restart points are huge exclamation marks. Every time you go through one of these, you will start from that point again when you die. Hurrah for that eh?

ON THE *OTHER* HAND

SONIC THE HEDGEHOG 2

If platforms are your thing, then you can't do any better than this. Sonic has speed unmatched by anything you've ever seen and the gameplay is marv. I'm sure you're all more than familiar with Sonic 2 so I won't go on too long, but it's a bit good, isn't it?

92%

REVIEWED: CVG No132

The old gags are the best.

TABBY

Bubsy is a bit of a dangerous sort of moggy, but for those of you who are somewhat cautious and adhere to that lovely proverb of looking before you leap, Accolade have catered for you as well. By pushing the C button and pressing the joypad in any direction you can look ahead in that direction. This proves extremely handy when you have to jump onto tiny little platforms in the middle of a large chasm. You can't see that far along the screen, but it does give you a long enough view to see if there's anything dangerous in your path.

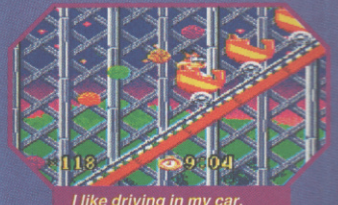
I fly through the air with the greatest of ease.

VERDICT

While I don't think Bubsy's delivered quite the amount of brilliance Accolade would have liked, he's certainly done wonders for them. Graphically Bubsy is something of masterpiece; the Bobcat is brilliantly animated with loads of different expressions and actions. The only prob lies in the all-important gameplay vault; it starts off quite playable bur becomes a touch repetitive; it's not too original, either. Bubsy's a good 'un, but long-term play is something of a chore. Try before you buy, as the man said.

PAUL ANGLIN

Run baby run.



I like driving in my car.

What's he doing?

GINGER

One of the more fun parts in Bubsy The Bobcat can be found in chapters 4, 5 & 6 – it's the fabulous, marvellous, all-moving, all-dancing rolllercoaster! You can either run along the rolllercoaster tracks or jump in one of the cars. The advantage of jumping in the cars is that if you put Bubsy's arms in the air (you can do this by pushing up on the joypad), then you can grab the higher-up yarn balls that you wouldn't normally be able to grab. The only thing that you have to be careful of when using the rolller-coaster is that you have to jump out when the carriage reaches the end of the track, otherwise you'll end up as one flat cat!

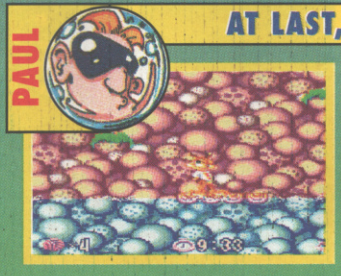
GIT — SAD FOLK START HERE

Hmm, so you can't even make it past Chapter 4 eh? That's not very good is it? I think you should stop playing Bubsy and go and sit in the cat litter tray, you'll probably blend better with the contents of that than you will with a bunch of gamesplayers. If you really do need help though, try simply slowing down a bit so you can see where you're going.

GARTH — NOW, YOU'RE GETTING BETTER

Well, now you're starting to make some progress in collecting those yarnballs. You've got to be pretty awkward because the woolies are out in force now. Remember that if you want loads of points, bounce on as many baddies as you can in a row.

PAUL — AT LAST, YOU'RE WELL' ARD!



Hurrah! Now you're really motoring. If you've made it this far then you've really started to get the hang of controlling that Bobcat. There isn't really a massive amount more that I can tell you, but if you want to make sure you don't die, then at every jump use the look button to make sure everything is clear.

MEGADRIVE

PROS: Marvellous fluid animation and great cartoony graphics.

CONS: Repetitive gameplay spoils a potentially brilliant cart.

GRAPHICS	Hilarious cartoon graphics and some great expressions from Bubsy.	92%
SOUND	Horrible tunes but decent enough effects.	80%
GAMEPLAY	Becomes too repetitive too quickly.	76%
VALUE	You won't play it forever, but it's worth the cash.	80%

STRATEGY	SKILL	ACTION	REFLEXES
3	9	7	8

MISS OK! HIT

81

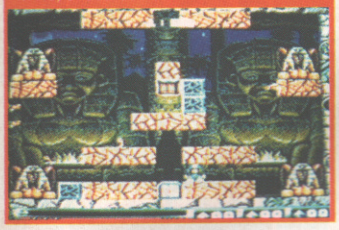
OUT: September. Contact Storm (071 585 3308) for information.

Get ready!

THE LATEST IN A LINE OF LEMMINGS-A-LIKES LOOKS A GOOD 'UN!

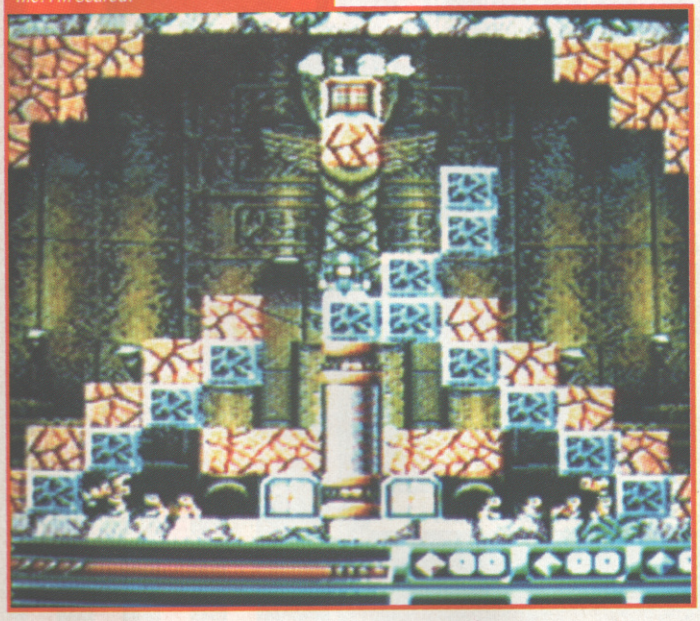
Oh no! More Lemmings clones! This is yet another of those games in which you have to save the lives of terminal thickies by guiding them to an exit. You control Hokus, a wizard's apprentice who likes nothing better than to sit around all day on his butt reading comics. Naturally this really peeves his boss, who orders him to clean out the smelly cellar as punishment. While down there, he comes across a packet of Troddlers, a race of tiny, incredibly dim, magical creatures. After tipping the packet into a bucket of water he finds himself surrounded by hundreds of them, with his master due back any moment. The choice is simple; get rid of all the Troddlers, or bend over for a good thrashing.

Doesn't look at all like Lemmings, does it! No, of course not.



THE TRODDLERS

Oh Mummy! This is a bit too high for me! I'm scared!



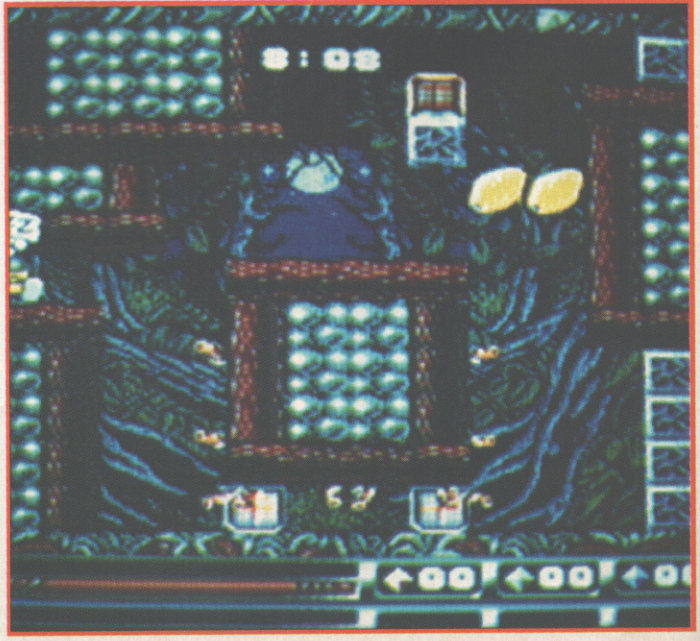
HOKUS POKUS

Usually Troddlers are quite passive; that is, until they go through until they go through a teleporter, and guess what? There just happened to be one lying around. Now they're trapped in another dimension, with many of their number transformed into homicidal nutters for some inexplicable reason. Because of their lack of brains and strange ability to cling to any surface, the Troddlers will walk in a straight line, up walls and across ceilings until they reach the exit, or are killed. Your job is to build bridges over the hazards to lead to them way out, while avoiding the various creatures which appear from time to time to make your life miserable. Life isn't always as simple as that. Some stages also require you to collect a set number of diamonds before the Troddlers reach the exit. In these cases it's usually best to trap the Troddlers in a corner of the screen to give yourself enough time to collect the gems and lay the necessary blocks to help them to freedom.

BOTTLE-GLASS, GLASS-BOTTLE

Hokus only knows one spell – fortunately, it lets him create bricks out of thin air. These can be stacked on top of each other to create steps and block off potentially dangerous passages. Some blocks are already on the screen at the start of the level. These are usually the type you can't pick up, so the only way to move them is by pushing. This invariably leads to frustration as once a block is pushed up against a wall, there's no way to move it anywhere else should you need it. It's often wise to pause the game when you start a new level so you've got plenty of time to plan out your route. Blocks are also useful for crushing any of the creatures which turn up to cause him grief. One of the worst is the bird, which swoops down and destroys any blocks you've placed. Not only is this completely irritating, it usually results in several Troddlers coming to a rather surprised and sticky end.

Wake up, you lazy so-and-so! There's Troddling to be done.



THIS TIME IT'S WAR

The two-player head-to-head game means megadeath for Troddlers. Now you're not just trying to get yours to safety, but eliminate all the opposition's as well. Should Troddlers from opposite teams come into contact with each other it's Goodnight Vienna as both explode in a shower of icky bits. Alternatively you can save on Troddlers by using bricks instead, although this isn't as fun as sending a dozen of the little guys on a suicide raid. If that's too violent for you there's a two-player team mode, where you help each other out. Although you get a different set of levels, it's not half as fun as the war mode.

Stairway to heaven? This little feller doesn't think so!

COLLECT AND SURVIVE

Someone out there must like Hokus, because they keep dropping him loads of excellent items. These periodically float down from the top of the screen, but they only last a few seconds before they disappear.

CLOCK: Adds one minute to the timer.

HEART: Restores energy.

DIAMONDS: You have to collect all the diamonds before you finish a stage.

SHIELD: Temporary invincibility.

BOMB: Wipes out every enemy Troddler on the screen.

FIVEBLOCKS: Adds five bricks to your supply.

FRUIT: Restores half your energy.

ON THE *OTHER* HAND

KRUSTY'S SUPER FUN HOUSE

This is a Lemmings-alike with a different slant. Instead of saving creatures, you're trying to destry them. With guest appearances from the Simpsons, Krusty's Super Fun House is funny, violet and extremely taxing.

87 %

REVIEWED: CVG No128

Grab the lemon! Unless you don't want to, of course...

SPACED OUT

Zombified Troddlers have to be dealt with as soon as they appear, otherwise they home in on yours and kill them. The only way to get rid of them is by dropping blocks on their heads, thus ending their undead reign of terror. You can't afford to use too many bricks though, as you only have a limited supply. Some of the tougher levels start you off with none at all, so in addition to saving the Troddlers, there's the added task of rushing around collecting blocks.

VERDICT

Flipping heck, another not-at-all-like-Lemmings game! This particular one is better than most. Although each level is only one screen big, plenty of planning needs to go into devising a route for the Troddlers to take. The head-to-head mode is excellent, although the co-operation game is dull and you invariably end up shouting at your partner when he mucks things up. Hardly the most original game ever, and not as fun as Krusty's Fun House, but if you're a complete weirdo who's obsessed with this type of game, you could do worse than tackle The Troddlers.

STEVE KEEN

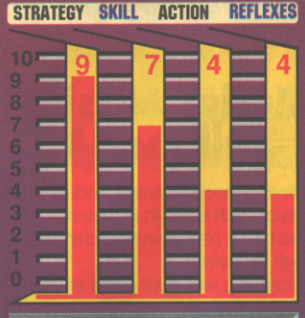
Things are getting a bit tight; this is no time to sleep on the job!

SNES

PROS: Loads of levels and an excellent two-player mode.

CONS: Hardly the most original of concepts, although it's better than some Lemmings clones.

GRAPHICS	Tiny sprites and some very dull colour schemes.	71 %
SOUND	Above average tunes and not much else.	75 %
GAMEPLAY	Seen it all before, but still fun.	86 %
VALUE	Three different game modes and plenty of levels to beat.	85 %



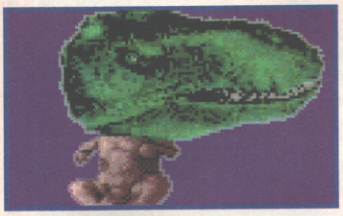
MISS OK! HIT

85

REVIEW

MEGA-CD ▶ by SEGA ▶ £44.99

OUT: On Import. Contact Console Plus (0532 500445) for the disc.



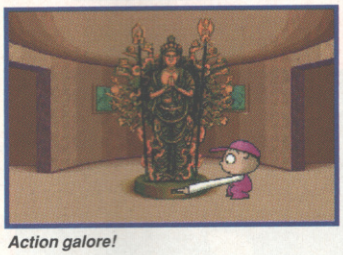
What? A good Mega-CD game!

SWITCH

Button boy hits wrong switch shocker.

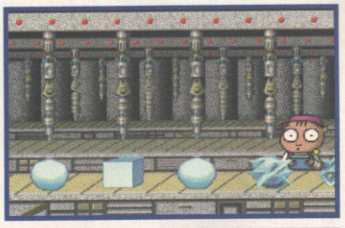
As if willingly working all the hours possible wasn't proof enough that the Japanese were a little mental, along comes Switch, probably the strangest game ever.

Actually, that isn't exactly true. Switch isn't a game in the sense that you need any skill to play it, but it's so big, and there are so many routes through it, that you can continue for weeks without completing it. The plot concerns a young kid, who after switching on his TV, is sucked into the set and into a bizarre world of pitfalls and buttons. To escape he has to press the right button in each room and move onto the next, sounds easy? Well it is. Each button has a different consequence, for instance one scene has a group of tourists goggling at a statue made out of bottoms, press the wrong button and guns appear out of the said orifices and shoot everyone. Make of it what you will. One noteworthy feature is the way the game makes use of just about every graphical effect the Mega-CD is capable of. There's sprite scaling, rotation, distortion and so many neat touches you'll be left thinking 'how did they do that?'.



Action galore!

Considering the lack of decent software on Mega-CD, Switch is a more than a passable product. There's so much entertainment crammed into it that you'll be playing it for ages, even if you don't really understand what's going on.



This is really rather good.

REVIEW

SNES ▶ by SOFTWARE TOOLWORKS ▶ £44.99

OUT: On import. Thanks to Console Plus (0532 500445) for the cartridge.

MARIO IS MISSING

Mario? Missing? Call the SAS!

Get in there and find your bruv!

It's a bit scary and dark in here.

Indeed Mario is missing, and the only person with enough in their noodle to save him is his down-trodden brother Luigi! Huzzah!

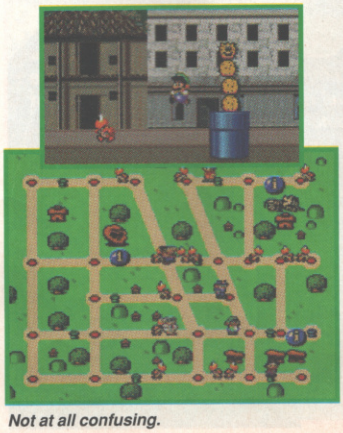
Before you wet your pants at the prospect of another Mario platform extravaganza, Mario Is Missing is actually an educational game. It turns out that Mario has been kidnapped by some mysterious force who has employed an army of Koopa Troopers to keep Luigi from rescuing his bro'.

The problem is Luigi has absolutely no idea where he's being kept. There's only one way to find out and that's for Luigi to travel to the major cities of the world in search of clues.

Every time Luigi enters a new town he has to answer a series of questions on historical landmarks in order to advance to the next city. Answer a question correctly and you'll be shown a pic of the site you were asked about, get it wrong and you have to wait a few minutes before trying again.

You'll learn a fair bit about geography and the history of some of the world's major cities, much of which is obvious. Everything else's so trivial that you'll either forget it or have no use for recalling it again in your entire life.

Mario Is Missing is a reasonable attempt at an educational game, but one which won't benefit you in the long run.



Not at all confusing.

REVIEW

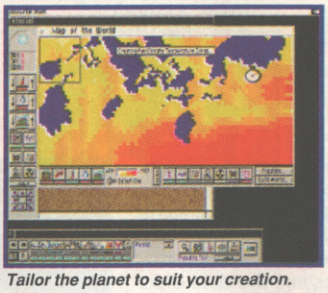
AMIGA 1200 ▶ by MINDSCAPE ▶ £29.99

OUT: Now. Contact Mindscape (0444 246333) for more information.

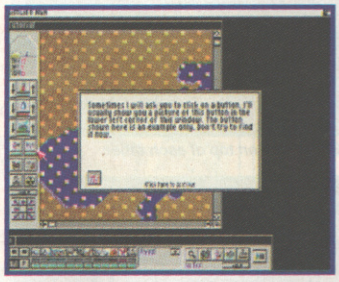
SIM LIFE

Mutant armies invade Amiga!

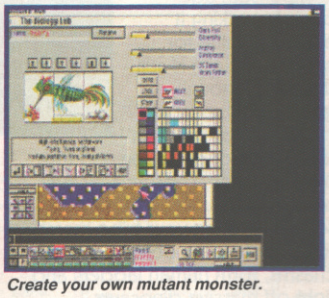
Have fun learning what the buttons do.



Tailor the planet to suit your creation.



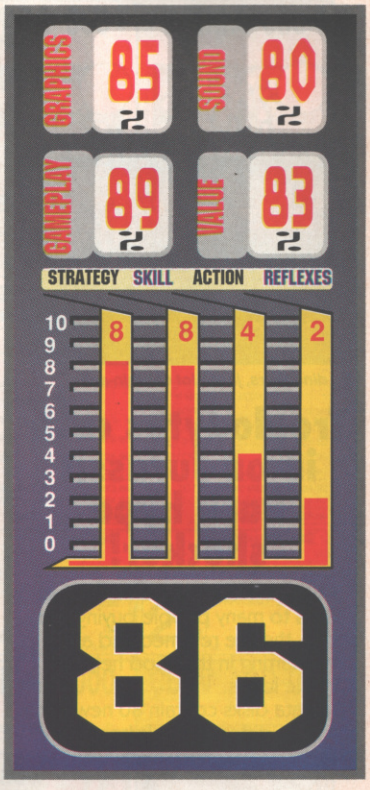
Alright, so this bit doesn't look that good.



Create your own mutant monster.

Sim Life gives you the simple task of creating a mutant life-form to your own liking, unleashing it on the world, then sitting back to see how things work out. Obviously this gives you loads of scope for creating the most outrageous creatures imaginable, either by starting from scratch and evolving them, or splicing together existing wildlife. The A1200/4000 version differs from the original in that it runs smoother, faster and, best of all, the graphics are much better, especially the static pics of your creations. Don't expect to be treated to animations of your mutant rhino-shark chasing wilde-sheep across sub-arctic planes though; most of the action is depicted by schematic displays, which aren't the prettiest things in the world!

There are loads of different elements to get your head around, which means it takes a long time to get into. This makes it impossible to play without learning a few things about natural selection and the like, such as the way Paul Rand's genes are geared solely for a life of drinking and kebab scoffing! Sim Life is a very different, very original game. If you can be bothered putting the time in to understand its mechanics, you'll find yourself well and truly hooked.



REVIEW

PC ▶ by MINDSCAPE ▶ £39.99

OUT: Now. Contact Mindscape (0444 246333) for more information.

Deadly quests, swords and sorcery abound!

World of Legends
SON OF THE EMPIRE

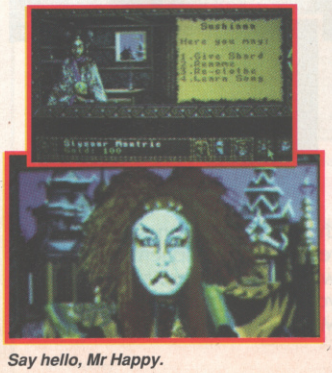
Aieee! Zombies! Leg it lads.

Blast them with your fireballs!

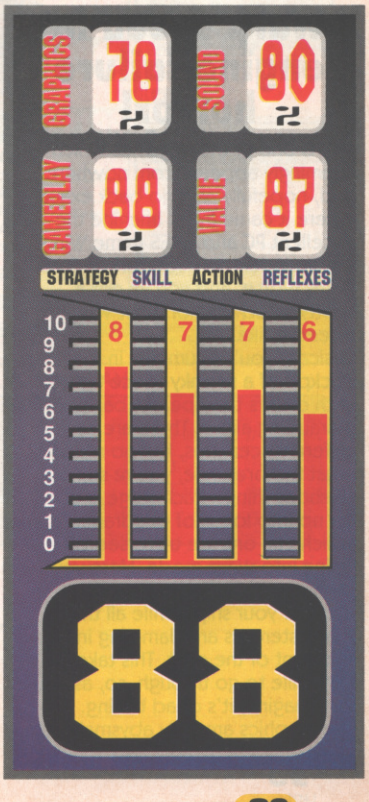
At first glance, World Of Legends looks like a bog-standard isometric adventure, but from the moment the game loads and you start wading through the extremely detailed manual you realise that this is a completely different kettle of fish.

You control a team of four adventurers, issuing commands to them individually or all together. Thanks to the excellent command system, this doesn't lead to the sort of confusion you might expect. Obviously there's a fair amount of combat, but this is complemented by loads of exploration and puzzle solving. All this is contained within a massive play area, as you traverse a foreign land on a quest for revenge.

Each character has unique abilities and the key to cracking the game is combining them to survive the rigours of dungeon exploration. Magic also has to be mastered, which really is a case of experimenting with wing of bat and dragon's teeth. There's also a lot of surface exploration – very dangerous unless you're tooled up with big swords and armour. WOL is excellent once you get to grips with the subtleties of controlling four characters at once. It then opens up into one a highly involving, and exceedingly original RPG.



Say hello, Mr Happy.

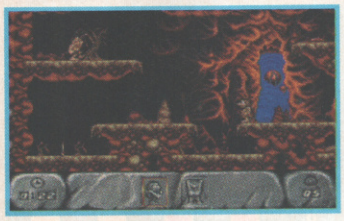


REVIEW

AMIGA ▶ by MIRAGE ▶ £19.99

OUT: Now. Call Mirage (0260 2999909) for more information.

HUMANS: The Jurassic Levels



No dinosaurs, just a lot of brain-ache.

Troglodytes cash in on Jurassic Park hype shocker!

First there were The Humans. Now, thanks to many people buying the game, they've returned and are now starring in the, God help us, Jurassic levels.

The data disks contain 80 new levels, with different backdrops, different puzzles, and, thankfully, more action. Pay an extra tenner and you get the original game thrown in. While its levels aren't as interesting, the data disks compensate adequately, making it excellent value for money. The aim is still the same, though; guide your bevvy of humans safely through the rigours of evolution and free their brethren, captured by rival tribes. The puzzles can only be solved by using your tribe members together to pass objects across chasms, form human ladders and fight off massive dinosaurs.

With the new levels, this version of The humans is far more worthwhile, although if you have the first game already, £20 seems like a lot to shell out for the extra levels, no matter how much you loved the original.

Stack men on top of each other.

The first task is to reach the fire.

REVIEW

MEGADRIVE ▶ by ACCOLADE ▶ £39.99

OUT: Now. Contact Accolade (081 877 0880) for more information.

WARP SPEED

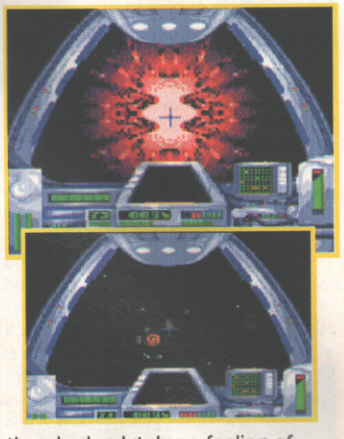
Warp speed in engine failure horror!

This is one of those games which seemingly appears from nowhere and, hopefully, will go back exactly where it came from! Imagine the excellent PC and SNES game Wing Commander, only several hundred times worse, and you've got a pretty good idea of what Warp Speed is like.

Basically you're dumped in the cockpit of a swanky space fighter with orders to wipe out bands of marauding aliens. There are seven different scenarios, but no matter what the pretence, you're still out to shoot things. Each stage is divided up into loads of quadrants, which can only be traversed by going into warp mode. Here you have no control over the movement of your ship, while all the time asteroids are slamming into the front of the craft. This takes a fair while to go through, so, as you can imagine, it's dead boring.

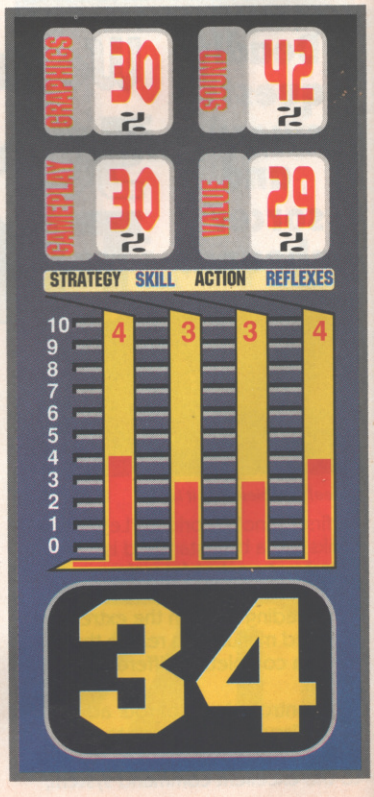
The graphics are truly abysmal and there's absolutely no feeling of realism or atmosphere. Couple that with the disjointed 'action' and you're looking at one of the worst Megadrive games in years.

Don't be fooled by the pictures...



... this is not good by any means.

Blast the grey wedge with your lasers.



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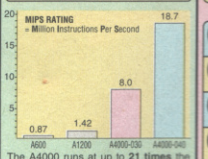

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REVIEW

PC ▶ by BRODERBUND ▶ £49.99

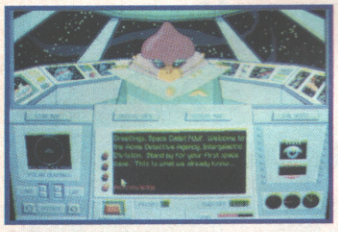
OUT: Now. For more information contact Broderbund (0101 415 382 4700).

Where in space is Carmen Sandiego

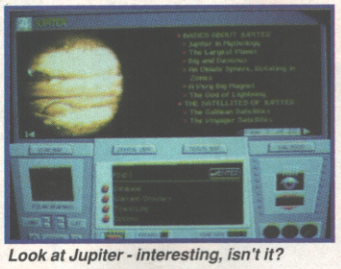
Edutainment is fun – claim!

The 'Where is Carmen Sandiego' series of 'Edutainment' (that's their word) products are notorious for not being very good. With this one Broderbund have taken criminal genius, Carmen, out into space, to wreak her devilry on the solar system, and improved the game in the process.

As an agent of Acme, an interstellar crime-busting agency, it's your job to stop Carmen. Before you can do that you have to find her, which is done by travelling

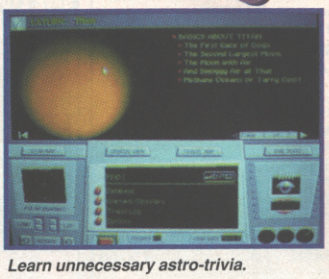


Half parrot, half ice cream...



Look at Jupiter - interesting, isn't it?

throughout the solar system solving cryptic space-related riddles. When you've finally tracked her down you've got to return to HQ, get an arrest warrant then send in an arrest droid to pick her up. Incredibly this is quite absorbing for the first hour or so. The attempt at humorous alien graphics is a dead loss, but there are plenty of nice digitised piccies of planets and the like to brighten things up. What lets the game down is that there actually isn't much of a game there, just a collection of interesting astronomical facts. It only takes a few minutes to arrest Carmen, so



Learn unnecessary astro-trivia.

Edutainment at its best.

you can imagine it becomes boring extremely quickly. In the end you're probably better off heading down to the bookshop instead of the software shop; you'll save money and probably learn more.

REVIEW

SNES ▶ by NINTENDO ▶ £44.99

OUT: Now. Contact Console Concepts (0782 712759) for more details.

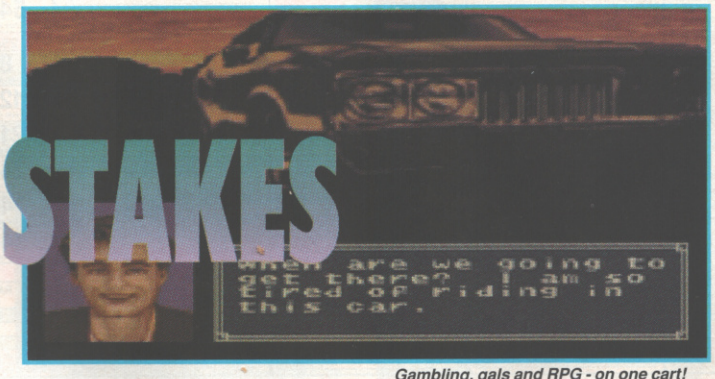
High stakes gambling hits SNES

VEGAS STAKES

The thrill of gambling is knowing that at the end of the day you're either going have bags or money, or you're walking home! This is where gambling games such as Vegas Stakes lose out.

The aim of the game is to earn yourself a whopping $10,000,000 playing the tables in a Las Vegas casino. Games include blackjack, roulette, craps (a game of skill with dice, not toilets) and slot machines. You start with a measly $1000, but as the games start off with a $250 limit, it's impossible to blow all your cash in one go.

To compensate for the fact that computer gambling games just aren't interesting, the programmers have included a small role-playing element. Alongside you in



Gambling, gals and RPG - on one cart!

Vegas are three pals, who are also out to make their fortunes. As the game progresses they join you at your table, eye up your winnings and refuse to lend you any cash when you lose it all.

Vegas Stakes is absorbing for the first half hour, but as soon as you've tried your hand at each game it becomes very dull indeed.

Stay in a smart hotel - only it's not real.

REVIEW

NES ▶ by LJN ▶ £34.99

OUT: On import. Contact Console Concepts (0782 712759) for more details.

ALIEN 3

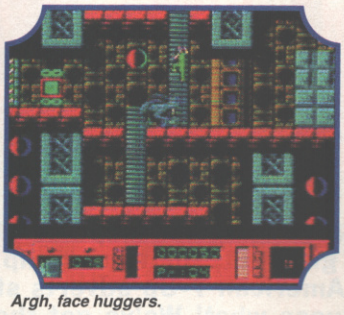
Ripley in penal colony parasite scandal.

Fancy a snog, luv?

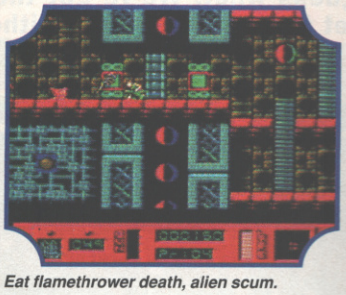
Not to be left behind by its 16-bit cousins, the NES now has its own dose of aliens. As you should know by now Ripley's crashed her escape capsule on the prison world Fiorina 161, but she wasn't alone. Hidden on board were a handful of deadly Aliens, who have bred like wildfire and soon control most of the penal colony.

The NES version compares favourably with the SNES original, featuring loads of levels set all over the colony. Linking them are a series of narrow corridors, as equally populated with aliens as the rest of the game. Ripley's still one mean cat though, as she comes complete with flame thrower, grenade launcher and well 'ard machine gun.

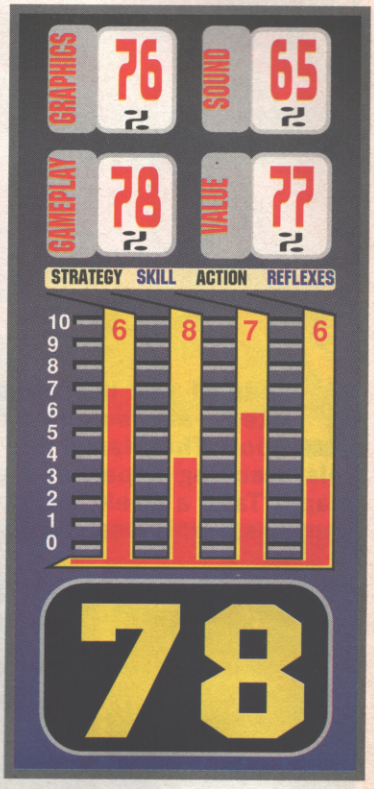
The graphics are surprisingly good for an NES, but because of the dismal nature of the surroundings they didn't need to be that colourful anyway. The going's a little sluggish at times, but there's just enough to keep it interesting. If you were feeling alienated by not having a bigger machine when this excellent game was first released, you'll be more than happy with this adapted version.



Argh, face huggers.



Eat flamethrower death, alien scum.



REVIEW

AMIGA ▶ by ELECTRONIC ARTS ▶ £29.99

OUT: Now. Contact Electronic Arts (0753 549442) for more information.

SPACE HULK

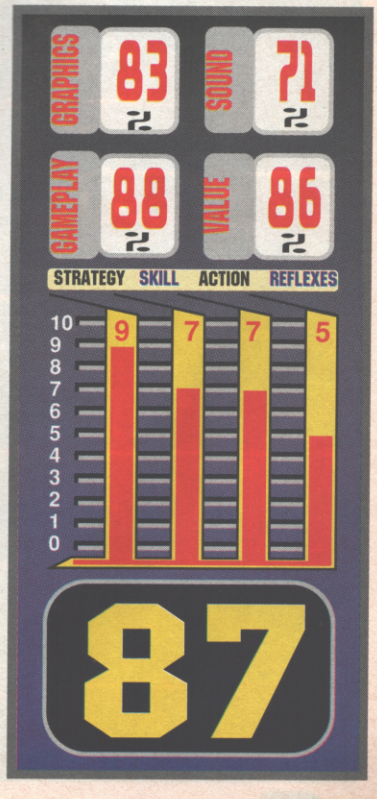
Terminator squads on alien genocide quest.

In an attempt to break RPGs out of their speccy anorak mould EA have picked up the rights to the phenomenally successful Games Workshop series of sci-fi role-play boardgames. Space Hulk is the first in the series, and it's not half bad too.

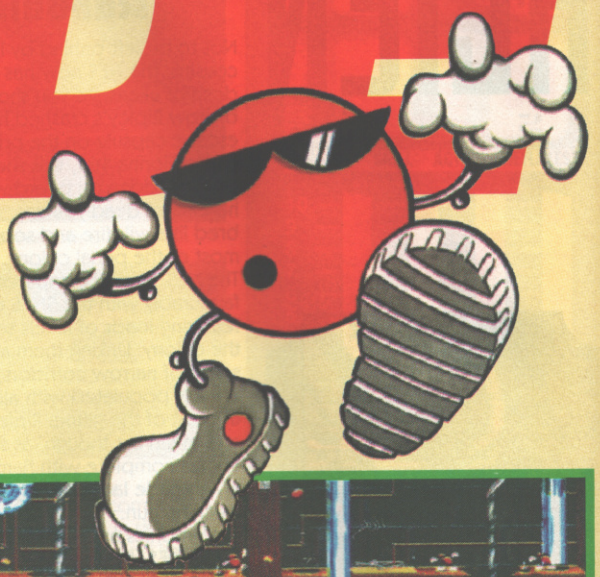
You control a team of terminator-style assault marines on a mission to rid a huge space craft of an alien infestation. For this you have 12 different weapons, including a devastating cannon, and over 50 missions to complete. Campaigns range from merely sealing off parts of the vessel to missions such as Swarm, Cleanse and Fight To The Death. As you can imagine these are horribly violent, and extremely fun.

Space Hulk has a great many novel features which make it instantly accessible and very playable, even for complete RPG novices. The graphics are also fantastic, with some totally ace drooling aliens and violent combat sequences. If games like World Of Legends seem too heavy-going for you, this is the perfect alternative.

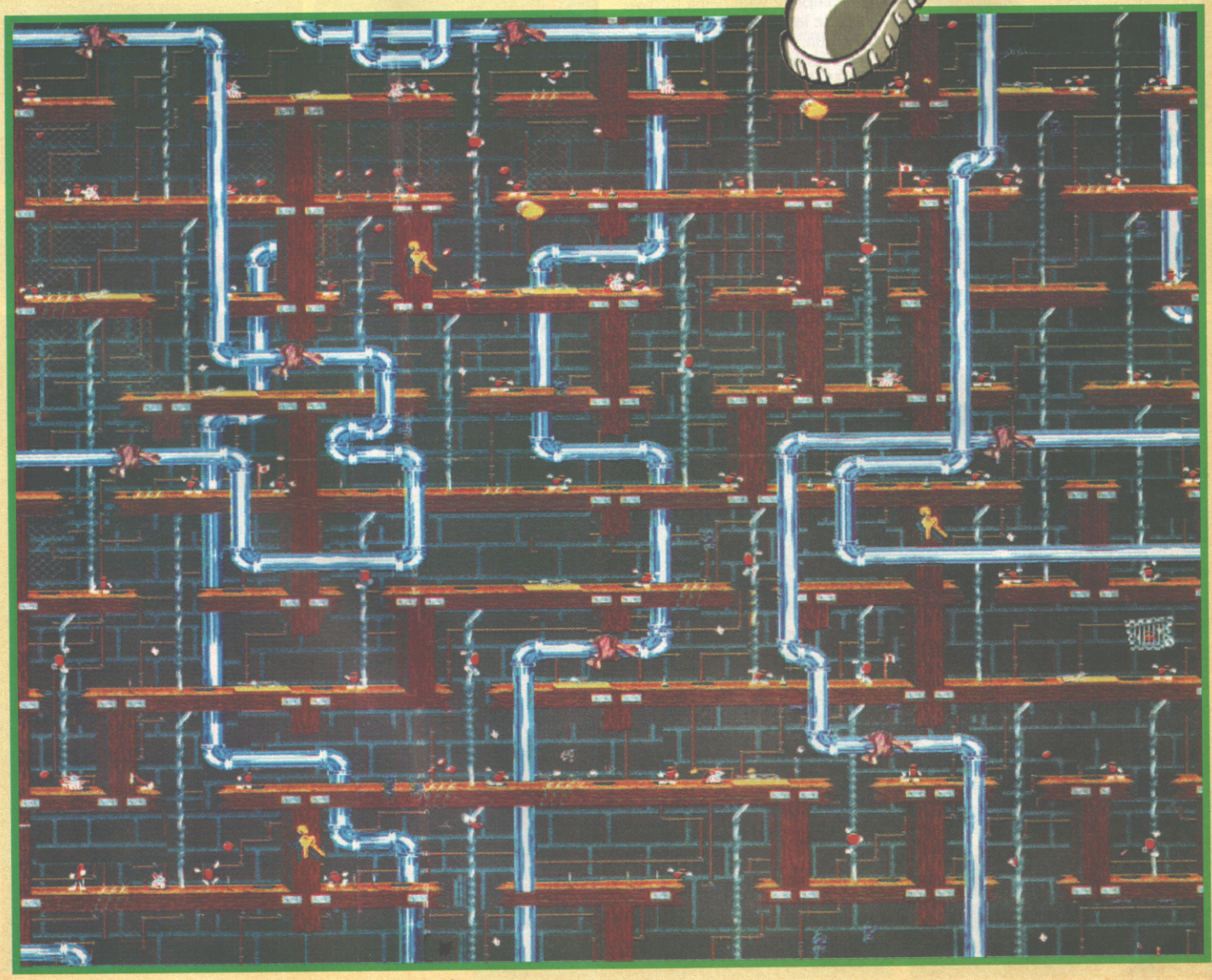
Oww, I bet that hurt.

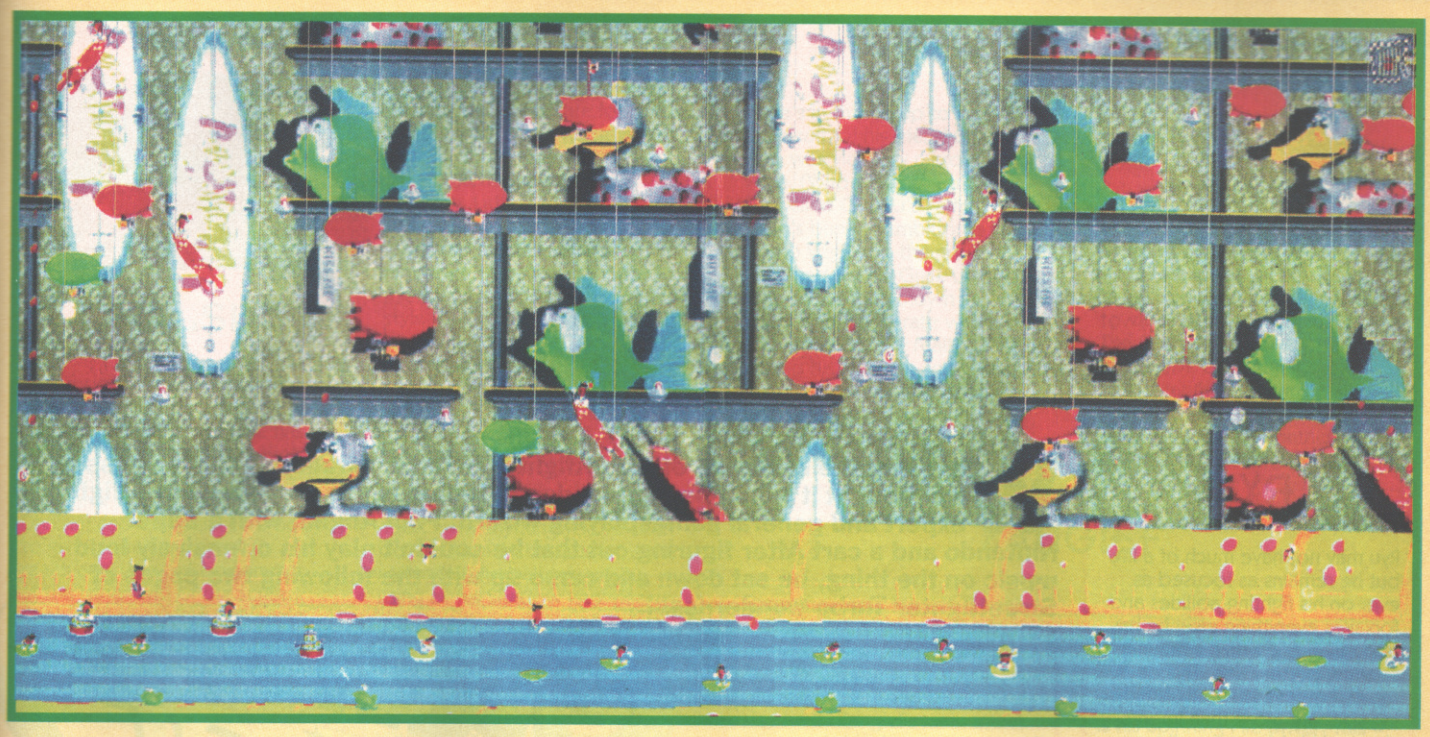


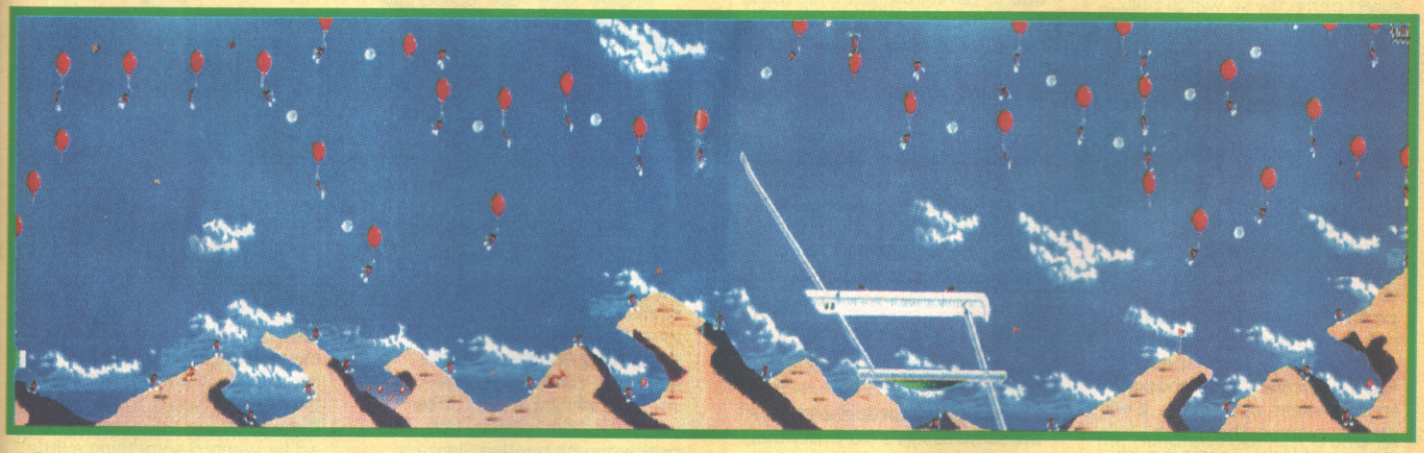
CHEAT MODE

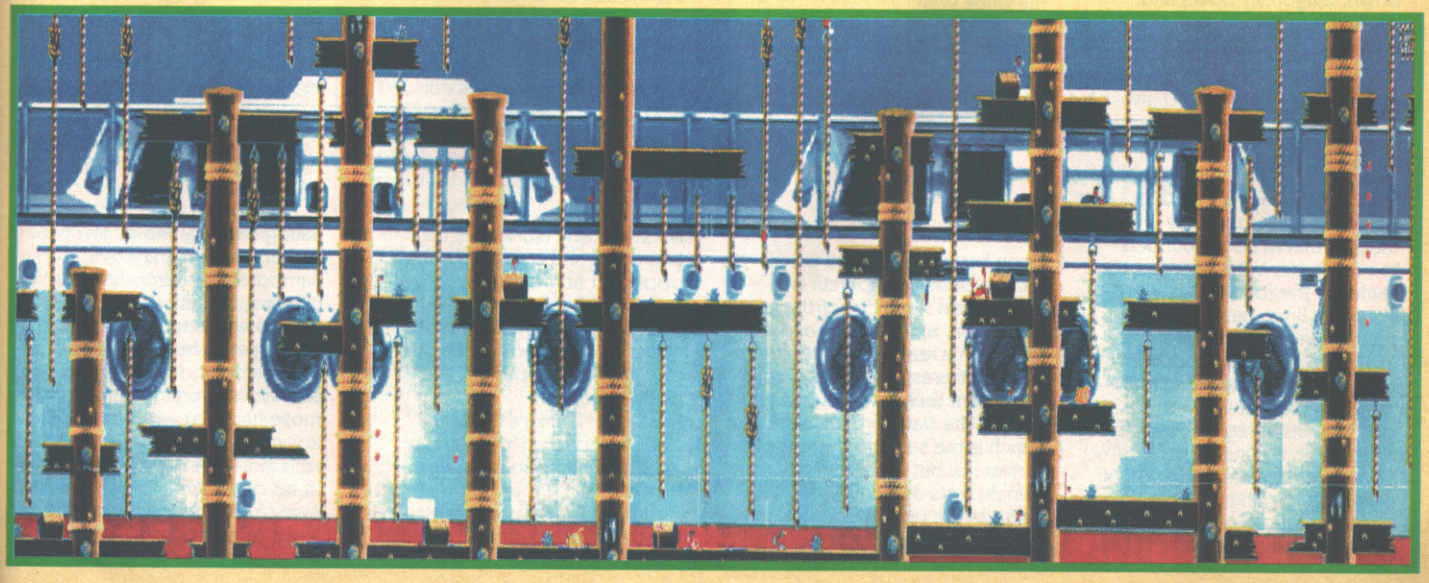


Loads of you have been gagging for maps to Virgin's latest, and some say greatest, platform romp, Cool Spot! The star of the American 7-Up adverts stars in this cracking caper, and guess what! We've got the level maps! Take a peek, and get through the game without so much as a whimper!









CHEAT MODE

What with the brilliance of Streetfighter II Turbo paraded in this very issue, we thought it would be a good idea to let loose our very own Streetfighter II expert and general gamesplaying wizard, Paul Anglin, with a Super Nintendo and a cart After figuring out that he couldn't play his offensively loud music on the thing, he sat down and came up with the following two pages of Streetfighter Turbo wonderness...

RYU

Ryu may not have much of a life but he remains as focused as ever on his fighting abilities and forsakes everything else; he has also fallen out with his original sparring partner Ken. This does mean, however, that Ryu's fighting skills are more than impressive and his blows are all measured perfectly, so watch out.

SPECIAL MOVES

Ryu's Dragon Punch summons up the power of the Dragon to completely level an opponent; to use it, press right, down and diagonally down and right and punch. His flame ball of death moves slowly, but is still enough to catch napping opponents. To perform it push down, diagonally down and right and right and punch. The sheer speed of Ryu's Hurricane Kick is enough to overwhelm opponents, it will literally pummel them with dozens of kicks. To use it push down, diagonally down and left, left and then kick.

KEN

Due to having the same moves, Ken is still essentially the same character as Ryu, although he's still a bit harder. Whereas Ryu is completely focused on the task in hand and tends to take time to measure his blows, Ken is more of a maniac and dives in there fists flying. His aggressiveness gives him the slight edge over Ryu, but he is more prone to counter attacks than his Japanese counterpart.

SPECIAL MOVES

Ken's special moves are exactly the same as Ryu's (surprise, that) and they're performed in exactly the same way.

STREET FIGHTER II

BLANKA

Blanka is quite possibly the most intense combatant in the entire tournament. His incredible speed and relentless attacks make him extremely dangerous, so make sure he doesn't hear you calling him monkey boy. The problem with beating Blanka is that he seems to have everything; lightning fast speed, incredible strength, great moves and an completely unmatched level of ferocity.

SPECIAL MOVES

Rolling attack: Blanka will curl into a ball and spin in to his opponent at great speed. To execute this press away from your opponent (hold this for about two seconds), then push towards your opponent and press punch.
Electricity: Blanka's body will become covered in electricity making it impossible for anyone to touch him, those that do will be fried alive. To use this rapidly tap the punch buttons.

BALROG

He may ponce about with his hair, but Balrog is certainly a major force. Balrog started his career in Bullfighting, but he tired of just having to dodge out the way of the bulls and decided he wanted something a little more challenging. Balrog sports a rather nasty knifed glove which he uses to slice and dice his opponents. His speed is his biggest weapon.

SPECIAL MOVES

Balrog's special moves involve his very nasty sharp glove. The flamboyant IBN drop has Balrog climbing the fence that protects the crowd from the action and leaping onto his foe fist first. To use this press down, then up and kick. Balrog's other special move happens when he's in the Rolling Crystal Flash mood. He rolls along the floor and lunges at his opponent. To use, press away from your opponent then towards and punch.

M.BISON

The Vegas boxer is very hard. In America and Europe they thought that M Bison sounded too much like Mike Tyson, so the names of the four bosses were changed. Bison has entered the tournament 'cos he's deemed too brutal and unorthodox for normal rules of boxing; unfortunately for anyone who has to face him, Bison has lost none of his incredible punching power. If you're on the receiving end of one of his dashing punches, there's not much chance of you getting up off the deck.

SPECIAL MOVES

Bison has two very hard punches. The Dashing Uppercut is when Bison steps back from his opponent, runs forward and gives him a real whack in the gob. Just press away from your opponent then towards him and punch. The Dashing Straight Punch is the same as the Uppercut, but is a straight punch. Justs do exactly the same as the Uppercut but use middle punch instead.

DHALSIN

Mr Tandoori is the tournament's second weirdest combatant in the tournament (first place has to go to Blanka on that score). By using ancient methods of Yoga and other such stuff, Dhalsim can manipulate his body to give himself a far greater reach and take out opponents at the other end of the screen. Dhalsim is a very laid back fighter; he's quite happy to let you keep jumping towards him while he peppers you with long range blows.

SPECIAL MOVES

Dhalsim's special moves consist of him spitting lots of fire all over the place (now you know why he's called the Tandoori man). The Yoga Flame is first on the list; this allows Dhalsim to create a shield of flame and protect himself from enemies. To perform this press down, diagonally down and right, right and punch. The Yoga Fire is pretty much the same as the Yoga Flame but instead of a shield of flame Dhalsim spits a fireball at his opponents. To perform this press down, diagonally down and right, right and punch.

VEGA

He may be a Dan Dare lookalike, but he's extremely hard. Vega's a pupil of the extremely violent, and mysterious skills of the Shadow. Little is known about this ancient art as it's been hidden from the known world. However, Vega intends parading it to the world in truly violent style. This guy has absolutely everything; he's very fast, very strong and shows no mercy.

SPECIAL MOVES

Vega's special moves are worlds apart from anything you've seen before. His Psycho Crusher is the ultimate in fireball moves. By using all his Shadow knowledge Vega creates a shield of energy around his body and launches himself towards his opponent. If you get caught by this, forget it! To use it just press away from your opponent then towards and punch. The Flying Head Press is hard to block due to its unusualness. He jumps into the air, comes down on his opponents head, and catches him with an unsuspecting fist. To pull this off, push down, then up and punch. Lastly is Vega's nasty Double Knee Jerk where Vega goes flying in with kicks all over the place. Time it right, and you perform a three or four-hit combo. To use, press away from your opponent, then towards and kick.

E.HONDA

SPECIAL MOVES

Being something of a dab hand at the ancient art of Sumo, fatboy hasn't bothered himself with the Jenny Craig diet. His weight is his greatest asset and he uses it to great effect. His reason for entering the compo was that when he won the title of Yokozuna (that's Grand Champion to the non Japanese amongst us) everyone and their mum mocked his sad skills saying that Sumo was not a force to be reckoned with (we all knew that anyway). In a rage of anger, Honda entered the comp to prove the superiority of Sumo to the rest of the world, although I reckon he's fighting a losing battle myself.

The Hundred Hand Slap is the easiest of Honda's moves to pull off. This sees fat old Honda punching his opponents so rapidly that his hand becomes but a blur and his opponents become but a flibbling mess. To use the Hundred Hand Slap, simply hit the punch buttons rapidly. Using the immense strength in his oil rig-esque legs, Honda launches himself head first at his opponents. The advantage of this move is that, even if it is blocked, it leaves you close enough to your opponent to get him in the bear hug. To perform it, press away from your opponent then towards and punch.

GUILE

Guile's in this comp to avenge the death of his friend Charlie who was viciously murdered by Vega. (Who you may remember also killed Chun Li's Father). Guile's burning ambition is to stomp Vega into the ground once and for all. Guile uses a form of combat known as Special Forces Karate which is a bit hard and scary really. Guile's forte is his strength and brilliant combos – get on the wrong side of this guy and you'll be out of the competition before you can blink.

SPECIAL MOVES

By whipping his arms through the air Guile can produce a Sonic Boom which hits an opponent with great speed. Hold away from your opponent, then towards and any punch button. The Flash Kick involves a rather impressive back somersault and kick creating an impenetrable wall of energy that will knock an opponent flat on contact. Hold down, push down, up and kick.

ZANGIEF

The rather large Russkie is probably the biggest lad in the tourament. Zangief made an appearance in the comp for a very simple reason, to kick ass! Being the size he is, Zangief's main attack weapon is his sheer power, and there are'nt many that sample it and have much of a face left afterwards. If you try to get close to this gut for a throw he'll simly grab you and pound you so you're better off keeping your distance and using your jumping attacks.

SPECIAL MOVES

Zangief's most devastating move is his Spinning Pile Driver. This involves him grabbing his opponents and launching himself into the air with a little twist. Get caught by this and you'll wind up a permanent part of the ground! To perform the Spinning Pile Driver, grab your opponent and rotate the joypad through 360 degrees and press punch.

CHUN LI

Chun Li has entered the tournament to seek revenge on Vega, the man who callously murdered her father. Her stunning looks and remarkable agility make her a formidable foe, and she has the advantage of being somewhat under-estimated by her opponents; after all, you don't think they'd be scared of a girl do you?

SPECIAL MOVES

The Hundred Foot Kick is easy to use – simply hit the kick buttons rapidly. The Spinning Bird Kick has Chun Li spinning upside down in mid-air, thwacking opponents with her legs. Hold down, press up and kick.

SAGAT

Sagat always thought he was a bit hard, but Ryu put him right score. Now Sagat is a touch peeved. Sagat's reason for entering the tournament are twofold; to teach Ryu a lesson and reclaim the title of the world Streetfighter Champion. His advantages are his incredible strength and speed – he is an exponent of the art of Thai boxing which is a bit violent.

SPECIAL MOVES

The Tiger Uppercut starts Segat crouched before jumping into the air with arms extended. To perform it do exactly as you do with Ryu's Dragon Punch. The Tiger shot is essentially a fireball but it's faster, smaller and harder to dodge; to use this simply do the same as Ryu's fireball.

CHEAT MODE

GOAL!

So you've ran out and bought your copy of the most excellent Goal!, and you still can't beat the dribbly divisions because you just can't seem to get to grips with the controls and play strategies? Never fear, 'cos CVG is here to give you the lowdown on just how to do the biz with the round, plastic thing!

CONTROLLING THE BALL

THE TRAP

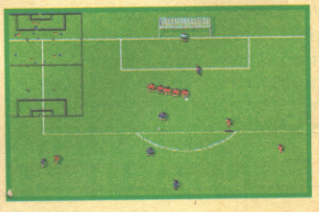
To trap the ball hold the fire button and touch the ball and you will bring the ball under control leaving you free to pass to any of your team mates.

THE STOP

This is a great move for shaking off players who are running with you. When you make contact with the ball simply centre the joystick and your player will stop the ball leaving him free to run off in a new direction.

THE SLIDE

In order to retrieve the ball from an opponent simply tap fire before you reach the ball and you will slide in. If your player is running slow enough then you will also control the ball when you make contact with it.



THE TURN TRAP

Whilst this is essentially the same as the basic trap, it does give you the advantage of being able to pull the ball back a little as well as trapping it. This is useful for stopping the ball crossing the line or taking it away from a player when he slides in to tackle you. To perform this, as soon as the player starts controlling the ball, turn the player away from the line, or the advancing player.

THE CHEST DOWN

To control the ball with your chest simply face the ball when it is at chest height and you will automatically chest it down. However, if you are facing away from the ball it will cannon off you and go off in any number of directions.

THE HEADER

To head the ball just tap the fire button while the ball is in the air. When you are in the air, you can change the direction that the ball travels in. One thing that you must remember is that your own speed and direction will affect the direction and power of the header. To make your player head the ball down, hold down the fire button until the player heads the ball.

DRIBBLING

THE CLOSE DRIBBLE

When the ball is at your feet just push the joystick in the direction that you wish to go. As long as you don't go too fast, the ball will stay at your feet. If you start travelling too quickly then simply centre the joystick and you will slow down. This method for slowing down is dead helpful when lining up a shot at goal but you must be careful because the slower you go, the easier you are to tackle.

THE TRAP TURN

Turning with the ball at speed is a brilliant way to shake off defenders and get a clean shot at goal.

1) Hold the fire button down and touch the ball.
2) Centre the joystick to slow yourself down.
3) Release the fire button.
4) Run off in a new direction.

THE STAGGER TURN

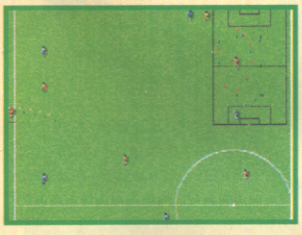
You have to change direction just after kicking the ball ahead, so that you can come at the ball from a different angle. It gives you similar speed advantages to the fast dribble but is more flexible.

THE STOP TURN

This is very similar to the Trap Turn but is more difficult to pull off. If you centre the joystick as you reach the ball, you can stop the ball without using the fire button. This has to be timed very carefully to pull it off successfully. If you are travelling slow enough you can turn the ball through 180 degrees to really shake off your man-to-man marker.

THE FAST TURN

This is one of the more difficult techniques to master. It allows you to perform 45 degree turns at high speed, but it is extremely difficult to perform. This is just a matter of precision timing. It's the same as the trap turn but you must choose exactly the right time to change the joystick direction. This is very useful when you're running towards the penalty area from one of the wings.



SHOOTING

THE SUPER SHOT

If you are within nine yards of the centre of the goal, tapping the fire button will result in a Super Shot. A Super Shot is a shot that is calculated by the computer to put the ball cleanly past the keeper. You don't even need to aim or set a direction provided you are close enough to the goal. The quality of the Super Shot will depend on the skill of the player.

THE OVERHEAD KICK

Also known as a bicycle kick, an overhead kick can be attempted when the ball is at head height. Overhead kicks are extremely deceiving to the unsuspecting keeper and are usually very powerful. To perform simply reverse the joystick while the ball is in the air. The only difficulty with this shot is that it has to be timed to perfection.

PASSING

THE CONTROLLED PASS

Other than the Wimbledon supporters amongst you, I'm sure you all know that good passing is essential to good football. The easiest way to pass in Goal! is to use the controlled pass. Firstly control the ball using the trap technique. Then whilst holding down the fire button, turn your player in the direction you wish to pass. Keeping the joystick in your chosen direction, release the fire button and the ball will fly off towards your nearest team mate. The quality of the pass is dependent solely on the skill of the player making the pass.

THE THROUGH BALL

If you bring your player to a stop while the ball is slightly away from your feet during a dribble the ball will run through to another player.

THE CHIP PASS

To chip the ball over defenders, simply reverse the joystick when in contact with it. This will put the ball high enough to clear the heads of defenders. After you have played the chip, you can alter its height and swerve by use of the joystick (see aftertouch for more info). This move is useful for short crosses or playing a ball through to a runner from midfield over the defence.

THE LONG BALL

Also known as the Graham Failure tactic, this is quite an effective method for catching out napping defenders. The Long Ball is simply a shot with swerve. To shoot the ball, simply tap the fire button when in contact with the ball.

TACKLING

THE BLOCK TACKLE

This is a fail-safe tackle that cannot result in a foul, no matter how inept the ref. You simply stand in his way and take the ball off him.

THE SLIDE TACKLE

This is the most effective tackle, and is also a bit dangerous if mistimed. To perform a sliding tackle tap the fire button when the ball is low. Your player will then slide in the direction he is facing. You must be careful to make contact with the ball before the player otherwise this will result in a foul, but then you all know that already.

THE INTERCEPTION

The most effective way to take the ball off an opponent is to intercept it before it even gets to him. You can do this running normally or by sliding in. Remember that when using the sliding tackle, if you are not travelling too fast, you will be able to control the ball as well.

THE BLOCK DEFENCE

The easiest way to keep an opponent from tackling you is to keep your back to him and shield the ball so he can't get to it. When you trap the ball just turn away from any advancing players. However, it will only be a certain amount of time before you are tripped up so you can only do it for a certain amount of time.

CHEAT MODE

Welcome to another fine edition of wondrous Cheat Mode. It's been a funny old month, July. It's been raining a lot for a start – nothing funny about that, though. Anyway, no to more relevant matters. What do we have in store for you lucky lot this issue then? Bloody loads, mate! You've doubtless already checked out the Cool Spot maps, the Goal! tactics and the Streetfighter Turbo moves. And, when you've finished salivating excessively over those pages, you've got this fine spread of tips to peruse and use!

Don't forget your oh-so important tasks; if you have extra life codes hidden in your closet, or end-level boss tips stuffed down the front of your jeans, then dig them out and wang them off to: PAUL ANGLIN'S KEEP IT IN THE FAMILY CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. See ya next month.

AMIGA

CHAOS ENGINE

Hurrah! This month's first cheat comes from the top international playboy we all know as PJ Gilchrist (bet he can't sing as well as PJ Harvey, though – she's great). Anyway, old PH has worked out a couple of codes for the amazing Chaos Engine. As I like to give out loads of free software from time to time, I'm going to put a little something in the post and direct it to the wonderful residence of Oulder Hill, Rochdale where you live. The floor is yours:

World 1: No Code
World 2: KDLVB8HMR36V
World 3: 6D881D6CPOBD
World 4: 61WCD92WPODK

MEGADRIVE

JUNGLE STRIKE

Many thanks to Alan Downs from Swanley, Kent for sending all the passwords for EA's amazing whopper chopper sequel – you were lucky Alan, you just beat me to it!
Level 2: RLMJBRXTPJK
Level 3: 9VMKNL6PF3N
Level 4: XTPJXV74JK
Level 5: VNZJBXTNPJK
Level 6: W6GFVWN4CDV
Level 7: THDKT6PGCDV
Level 8: 7CYV4GJFDB6
Level 9: N46P3LMHPJK

MEGADRIVE

AFTER BURNER II

Here's the level select cheat for the prequel to the rasther lumpy AB II. Once you'\re on theStart/Options screen, press and keep down the A, B, and C buttons before pressing Start and accessing the level cheats.

CYBORG JUSTICE

Who's discovered the secret screen with oodles of options on it? No-one! Well for those of you who just love pulling robots arms off and then hitting them with the wet end, here's how. Pause the game in arcade mode and then just press C, B, B, C, C, A, C, B. Et voila! C'est le secret options screen menu!

ACTION REPLAY CODES

ATOMIC RUNNER

FFC3FOOXX: Initial Weapon
Where **XX** is one of the following (Note: the weapon can change if another type of weapon is picked up):
04 - Light Ring
08 - Morning Star
10 - Homing Missile
FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDD0D000X: Size of shot. (X is 1-4).
FFDD1A0010: Super high jump.
FFC312XXXX: Score X10,000. (XXXX is 0-9999).
FFC314XXXX: Score X1. (XXXX is 0-9999).

EA HOCKEY

00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.

GOLDEN AXE

FF08820005: Always keep 5 bombs while the Action Replay is enabled.
FF088000XX: Will give you XX lives when you activate Action Replay. If you leave it enabled you'll get infinite.
FF08800002: Just put an 02 in for infinite lives.

ACTION REPLAY CODES

AXELAY

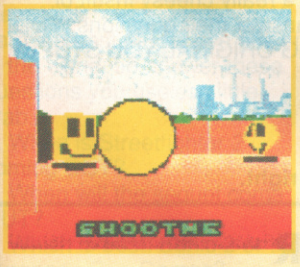
7E005E03: Infinite lives, change the last digit to change the amount of lives when enabled.
7E1E620X: Start from any level, change X. i.e. to start at level 4 enter number 3 etc.
7E033002: Keeps weapon selected even when hit by enemy bullet, change the last digit to change weapon.

BEST OF THE BEST

7E0221FF: Unlimited energy.

FACEBALL 2000

7E0BD103: Infinite lives.
7E035201: Next tag opens the exit regardless of how many tags made so far.
7E03CEXX: Where XX is a level number. This is a level select. You must switch off Action Replay after.



PARODIUS

7E00980X: X is the number of lives required. Leave Action Replay enabled for infinite lives.
7E1C680X: For extra options. Use 3 for three options, 4 for four options.
7E1DB201: Together with the below code, will give you unlimited missiles.
7E1C6602: Together with the above code, will give you unlimited missiles.
7E1C6C07: When selected the next option is always shield.

NES

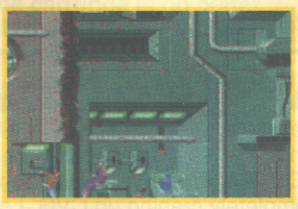
DOUBLE DRAGON III

It's nice to see that the little NES is still getting a little bit of the limelight; eeh, when I were a lad...anyway, that's enough of this memory lane stuff, we're stealing Dominic Gueuara's thunder, after all. He has sent this cheat all the way from the sunny Philippines – top bloke, eh? To get a level select, simply press Start and button A during the game and you will automatically skip to the next level.

MORE MEGADRIVE

FLASHBACK

After our complete guide to Flashback we thought we'd never have to print another thing but here's a code that destroys all your enemies. Just enter PIXEL as the code.



CHAKAN THE FOREVER MAN

Want to cut out all that wasted time trying to get to the Elemental Zone? Then just take Chakan to the platform above the air portal in Practice Mode and get him to cast a Passage Spell. And hey presto! You'll never have to walk all that way ever again!

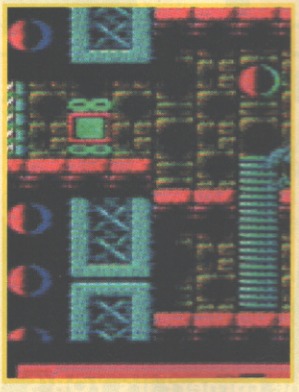
SNES

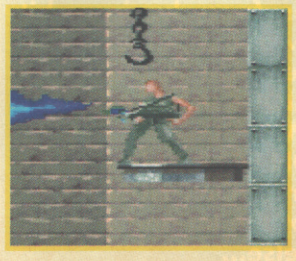
ALIEN VS PREDATOR

They may be two of the hardest monsters in cinematic history, but this game is complete cack! Never mind, though; if you happen to own it, here's a little cheat for you, courtesy of Daniel Avery from Watford, Herts.
Go to configuration screen and on the second pad hold L, R, X, A then press Start on pad one. The text will disappear and the level select will appear instead.

ALIEN 3

Richard Brown of Yorkhill, Herefordshire is famous this month thanks to Cheat Mode! I'll leave you in Rich's hands as he takes you through all the passwords to Acclaim's stunning Alien 3.
Stage 2: Question
Stage 3: Motorway
Stage 4: Cabinets
Stage 5: Squirrel
Stage 6: Overgame





SNES

TUF E NUFF

You should have all had your games long enough enough by now not to need these but I bumped into a Robert Turnmill at a computer fair and promised him these codes for the levels.
STAGE TWO: 427 011
STAGE THREE: 537 071
STAGE FOUR: 500 760
STAGE FIVE: 401 637
STAGE SIX: 511 617
STAGE SEVEN: 412526
STAGE EIGHT: 562 506
FINAL STAGE: 463 455

MARIO IS MISSING

Thanks go to Paul Knight of Scarborough, Australia for providing me with the following codes for this rather unhappy Mario game.

After Rome: PC3*NVB
After Beijing: 5VL23WG
After Nairobi: YZC*L3G
After Russia: PTPJ3YG
After San Francisco: 7SYJP6O (first boss)

After Greece: VD7C5V1
After Buenos Aires: HBZ*LWY
After Sydney: FKT94MD
After Mexico City: X*KQ6WF
After Paris: *9R246J (second boss)

After New York: 5G3W4*K
After Rio De Janeiro: DVDQPQM
After Tokyo: PYF1LHQ
After Egypt: P5F9LH8
After London: 2SW86T3 (third boss)

YOB'S MAILBAG

UGGGHHHHHH! What's this smelly old turd gently whiffing in the corner? It's YOB'S MAILBAG, stuffed to the brim with the literary sewage you lot insist on sending! Yes indeed, welcome to another double dose of the lousiest letters page in the known universe, in which your pale and pathetic excuses for humour are put down with my customary wit, charm and sophistication. So, if you think you're up to the standards set on these pages, fancy having a bit of a go or just want to know about games, drop a line to the Almighty Answerer at: YOB'S HYPERVENTILATINGLY HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, there's a staggering ONE HUNDRED POUNDS for the best letter of the lot and a wet kipper's fart for everything else...

Dear YOB,
This is just a message for all those readers who think they're hard because they write to you with a really cheesy insult or compliment and then demand you answer their questions: YOU ARE NOT FUNNY. DO SOMETHING ORIGINAL YOU STUPID GITS.
STEPHEN BOWERS
Pontefract, Yorks.

YOB: He may be boring, but he's right.

A CHURCH TOWER

Dear YOBBO,
Oh sorry, it's YOB isn't it? **(It's going to be one of those days - YOB)** Anyway, I wrote in to complain about YOB's Mailbag completely craping up CVG. I can't decide if you're sad or really sad. You're to sad to tell the difference anyway. You sound like the type of guy who laughs at Bob Monkhouse jokes.Looking at your portrait you must be one ugly git! I bet you won't print this letter you constipated YOBBO. Oh sorry, it's YOB isn't it?
DC
London W2

YOB: Just for once, the back of this "letter" was more interesting than the front, and I quote: "Bed sofas are already provided with wooden grid. In case of base and cushions of different fabric categories, the higher one has to be considered." Which all makes a lot more sense than anything on the other side. Look DC, whatever you do don't worry. If you bang on the cage door long enough I'm sure you'll eventually get a banana.

THREE AERIALS

Dear YOB,
I've just designed a new game called Streetfighter All-Stars Edition which features the world's most famous film stars including: Bruce Lee as Ryu, Jean Claude Van Damme as Ken, Arnie as Zangief (sort of), Dolph Lundgren as Guile, China O'Brien as Chun Li (Phwooar!), Cyril Smith as E Honda, Bill Odie as Blanka and Michael Jackson as Dhalsim (think about it.) The bosses are: Sylvester Stallone as Balrog (after a 10-stone weight gain), Tony Slattery as Vega (? - YOB), Chuck Norris as Sagat and Paul Daniels as Bison. Funny thing is, I've had no offers. Oh well, c'est la vie.
WAYNE BROWN
Ulverston, Cumbria.

YOB:You're too late. It's already been superseded by Streetfighter Turdo, which features the world's saddest people including: Wayne Brown as Saddo, Wayne Brown as Sad Wayne, Wayne Brown as Wayne Sadness and Wayne Brown as Wayne Brown. In this special Turdo Edition nobody actually fights anybody because they're all a bit pathetic and do live in Ulverston after all.

SOME SORT OF PORTALOO

Dear YOB,
I am the best Megadrive player in the world, so answer these questions you useless little crab.
1. When is Streetfighter 2 coming OUT?
2. When will the sequel come OUT?
3. Which is best: Sonic 2 or the European Cup Games?
4. Why do YOU always insult people?
5. Is your real name Mark, because Peter says so.
STEVEN SMILE
Bristol

YOB: 1. If you mean on Megadrive, September. Yes it will be Champion Edition - complete with controllable bosses - and no it won't include some of the features of Turbo. Are you lot finally happy NOW?
2. If you mean Turbo, probably never. I'm not sure the Megadrive could handle the speed. If you mean SF3, it's not even in the arcades yet you bozo.
3. Depends. Some of the England games are right cack but West Germany are a bit of alright. Still, I think football in general is a load of old turkey vomit so Sonic 2 wins every time because the cartridge is no better than the sad and rather silly game itself.
4. Because I'm the Prince of the Putdown, King of the Swingers and greatest geezer in town.
5. Peter is a prat.

A SMELLY OLD DRAINPIPE

Dear YOB,
I have some questions. I'll keep them short.
1. Megadrive and Mega-CD 2. Compatible?
2. Megadrive 2 and Mega-CD. Compatible?
3. You. The business?
JAMES PORTER
Croydon, Surrey.

YOB: 1. YES!
2. YES!
3. Why bother to ask?

TWO BLOCKS OF FLATS

Dear YOB,
Is Thora Hird your well-known bird?
Questions:
1. Why is CVG so brilliant?
2. Why are you so crap at put-downs?
3. Why do teachers always have bad breath?

Three wonders of the world, I reckon. Oh yes, you know Gamesmaster: – is he your dad 'cos you look just like him - bald, old and talks like a puff?
GARY CHAMBERS
Pescadero Mental Hospital, Nottingham.
PS I don't know why I wrote this letter because you won't print it. Actually I love your bit and reckon that you pay for YOB's Mailbag and get CVG free. Sorry if there's a lot of mistakes it's because I've broken my arm and the doctor's put wires in it. So sorry.

YOB: I'm sorry to disappoint you, but those aren't wires in your arm at all. They're restraining straps, holding you to the chair. The wires you mention actually lead to that big heavy thing on your head and that bloke in the white coat isn't a doctor at all. You see that big lever he's about to pull down? That's for you...

A LOT OF PIGEON CACK

YOB,
I'm not going to bother to say 'Dear' like all the other lik-ups that write in to you the Brainless Wheesle because I think you are as good as anything that comes out of my rear end and have a brain the size of a frozen pea which is not much good that's for sure. Your taking the mick is about as good as Open University if you've ever seen it. Doh! As you are there, better try to answer my questions or else I'll be back.
1. When was the last time you took a bath?
2. How much will the SNES CD cost?
3. Is it true that the British SNES may blow if you put converters in?
4. Is the game Alien v Predator any good?
KAMRAN VOJDANI
Essex, Harlow.

YOB: 1. The last time I tried to take a bath Victoria was on the throne, so she was clogging up the bathroom and I couldn't get in?
2. No details or price yet.
3. Only if you have a brain the size of a half-eaten marshmallow and try to shove it in the wrong way round.
4. Only if you're so ridiculously thick that you think Essex is in Harlow and that Vojdani is a sensible surname. Have you ever considered shoving steroids into your ears in a last-ditch attempt to bolster your brain?

Dear YOB,
Don't your dare chuck my letter in the bin or...
MARK FELL
Leeds

YOB: Sorry.

RESERVOIR DOGS

Dear YOB,
In The Beginning there was void. Our lives were lost and meaningless and the spirit of God was moving over London. And then God commanded: "Let there be CVG!" and CVG appeared. God was pleased with what he saw, the first day. And then God said: "Let there be brilliant and funny game reviews" and there was. God was pleased with what he saw, the second day. And then God said: Let all the latest News and Reviews be in one place and separated from the crap." And it was done. Then he commanded: "Let all the brilliant dudes work to produce this mag." And it was done. God was pleased with what he saw, the third day. And then God said: "Let CVG give away a free hand-held magazine with every issue." And it was done. God was pleased with what he saw, the fourth day. And then God said: Let there be an official Top Ten games and High Score table in every issue." And it was done. God was pleased with what he saw, the fifth day. And then God said: "Let there be YOB! I will put him in command over CVG and the entire earth." And it was done. God was very pleased with what he saw, the sixth day. And that is how God created the galaxy, and filled our lives with purpose and meaning.
ISAIAH
Adelaide, South Australia

YOB: And on the seventh day, God said: "Let there be a continent full of beautiful, intelligent, brave and strong people who know how to tell a good joke, wear cool clothes and contribute something worthwhile to the world." But he was so tired he bodged it up completely. And that is how he created Australia, and filled our lives with brain-dead sheep farmers and crappy beer.

DOESN'T PLAY THE GAME, PLAYS THE GAMES

Dear YOB,
How could the CVG review lads give Starwing 96 per cent? The game is rubbish. The lads rated the graphics 96 per cent. Compare them to Strike Commander or Comanche Maximum Overkill and they are rubbish. The graphics in Starwing are as good as Elite's when it came out on the Acorn BBC computer at least five years ago. The game really looks dated. Compare the planes, vehicles and ships! Compare Starwing's graphics to most games on any computer or console. They look rubbish. The gameplay is not very good at all. In fact it's crap. The game is not worth even £30. I do know what I am talking about because I have had computers over ten years and I have seen the change in graphics. Starwing's look as if they were done in the early 80s. Having said that, CVG is not a bad magazine and I've been reading it ever since issue 1 which we have a copy of. Except for about four issues we have every other one. The very first CVG was November 1981 priced 75p and had three robot-like creatures with light beams coming out of their eyes on the cover. Inside were programs for the Apple II systems with Super Nim, Rainbow Passage on Vic 20, The Nibblers on a 32-column Pet in 8K by Paul Jay and many more. Do you think the first issue is very rare and are there many left?
E BUCKLEY
Markfield, Leicester

YOB: Right, before this letter got all sad and nostalgic it did have a bit of a point. When Starwing was launched, the people who bought it broadly fell into two groups: people who though it was brilliant and people who thought it was cack. Funnily enough, nobody just thought it was OK. I've had a lot of letters from people asking me to finally put the case to rest by answering the burning question: "Is Starwing cack or not?" Well, let's put it this way: right now Sega are touting Silpheed as one of the best reasons to buy a Mega-CD. I've played them both, and Starwing wins because it's more playable, has a better storyline, more impressive graphics and quite a lot of variety. It's one of those games you're either going to love or hate, and obviously the reviewers loved it. But just like all the games we review here at CVG, you have to decide for yourself whether it's the type of game for you. For example, we can review a baseball game and tell you it's brilliant, but if you don't like baseball you're not going to have a good time, no matter how good the cart is. If you're a fan of 3D shooters with fast action, lots of explosions and not too much depth you won't go far wrong with Starwing. However, if you're looking for real depth and challenge these are things the SFX chip cannot improve, however hard it tries. As to your question on CVG Issue One – it's worth about £40 now: provided you still have the free £50 note we gave away on the cover.

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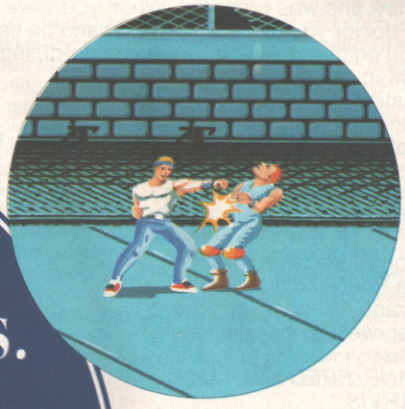

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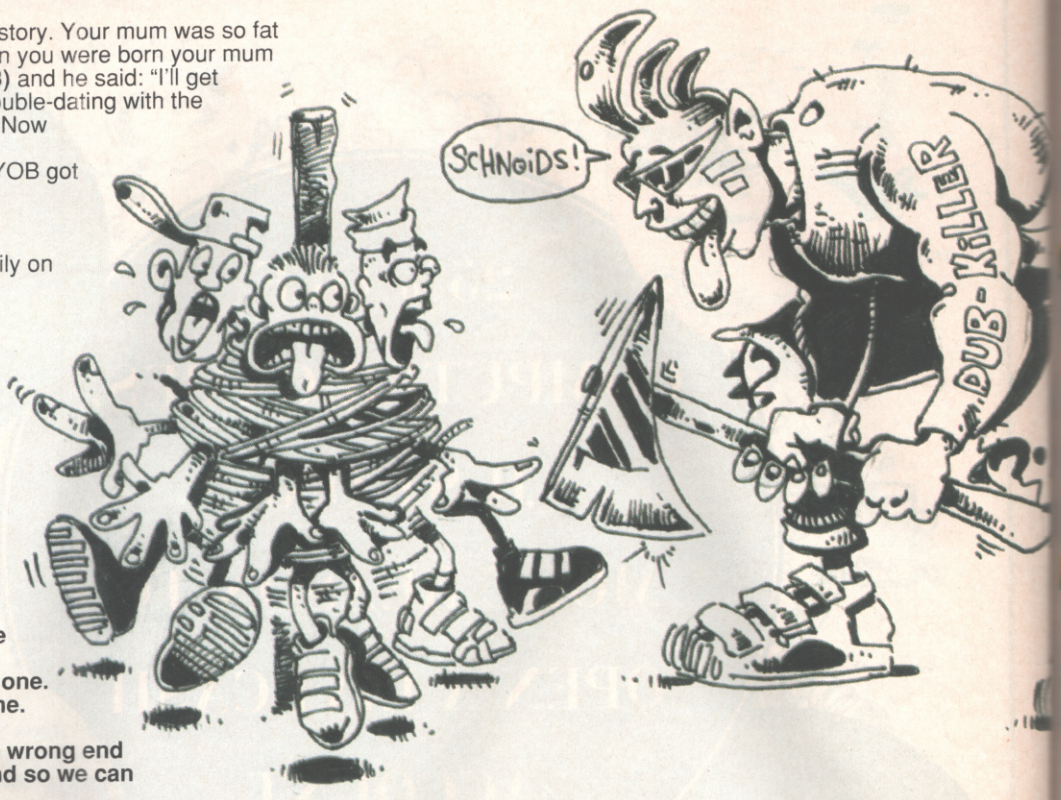
RINGS THE GAMESWORLD BELL

Dear YOB,
First of all I'd like to write out your life story. Your mum was so fat nobody knew she was pregnant. When you were born your mum asked the doctor your Jenda **(? - YOB)** and he said: "I'll get back to you on that one." You went double-dating with the Elephant Man and he was the looker. Now some questions:
1. How come a beach donkey called YOB got his own column in CVG?
2. Where's the bathroom?
3. Can I have a cheese sandwich?
4. If the ding dong goes, are you merrily on high?
5. How long till we get home?
6. Is that a Pot Noodle stain on your Eldorado calendar? Smoke us a kipper, we'll be back in time for breakfast.
KEVIN LANE, FRED HIGHAM, HUGH JARVIS
Somewhere between the North and South Pole
PS Your head has so much dandruff the nits think it's Christmas!



YOB: 1. Because useless little whelks like you keep reading it.
2. You'd better learn how to use the potty first.
3. Sorry, I thought you were eating one.
4. Depends what the ding dong done.
5. At this rate, quite a while.
6. Sorry, you're talking through the wrong end again. You'll have to do a handstand so we can hear you.
PS What's the difference between you three and a pile of two-year-old turds?

ANGLIN'S QUESTION CORNER

Here we are once again at the huge wooden doors of the Castle of Answers. And I'm the guy who holds the key for all you frustrated funsters, although few people seem to be stuck on any games this month. Actually I've got a couple of little whinges this month. Firstly, what's all this with the word "Yo"? Leave it out – it ain't hip! And, if anyone thinks they stand even a remote chance of getting their question printed after spelling my name wrong, they can think again – okay, Miten Patel of Bolton? Anyway, let's leave all this unpleasantness behind us and go for a stroll in the courtyard of cartridge-related quezzies. Oh, and don't forget to send all your problems to: PAUL ANGLIN'S KISSIN' COUSINS QUESTION CORNER, CVG, Priory Court, 30-32, Farringdon Lane, London. EC1R 3AU.

Q Dear Paul,
Please can you help me? I must be the oldest gamesplayer around. I am 67 and have a Megadrive and need you to tell me how to get out of the City Of Forever in Ecco The Dolphin? I have been stuck on it for over a week and it's really bugging me.
Patricia Hawtrey, Belvedere, Kent.

A *OK Patricia, it's not going to be so easy to help you without you having a map to follow, but here goes. This level has been aptly named as it does take ages to fish your way out of the caverns and tunnels. The jumps are precarious and tough, so take your time and don't rush things. You can take a sneaky short cut at the beginning to avoid the first jump. Just head straight down and swim right at the bottom, past the second pillar and head up. To get over the water steps use the current to get extra lift and make sure that you press boost just as you leave the water. Instead of breaking the chains, head right to the bottom of the caves and go left. There's a small pocket that acts as a teleporter and will take you within very short range of the level exit. Hope this helps you out.*

Q Dear Paul,
I have recently brought an Action Replay for my Master System. The bad thing is that there are hardly any cheats for some of the games. Do you know any Action Replay cheats for these Master System games: Moonwalker, Time Soldiers, Wimbledon, World Soccer or Asterix?
Peter Silver, Edinburgh, Scotland.

A *Your best bet is to phone up our mates who make Action Replay. They have a regular helpline and news letter where they research and compile all the latest cheats and codes for their machine. After sales service? You've never seen anything like it! For more details phone Datel on 0782 744707.*

Q Dear Paul,
Batman Returns on the SNES is the bane of my life. I can't seem to get much further than the second level before all my lives run out. I know what you're thinking: 'What a loser, you get seven lives to begin with!' But that still doesn't help me out. Give me a cheat fast, before I turn into a quivering mound of jelly!
Simon Holt, Ascot

A *You really are a dribbling moron Simon. Anyway, as I get paid to help out sad losers like you I won't be too harsh. Follow these nimble manoeuvres on the pad and you'll get an extra two lives when you start the game. Fire up the options screen and then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. And don't start whinging that that's not enough help. It's a lot more than you deserve - hah! Next...*

Q Dear Paul,
I loved Sunset Riders in the arcades and so I bought the cart. I sometimes wish I hadn't as I can't get past the big Chief on level three. I hope you can help as the only thing I've got to console my efforts is the thought that at least I'm not pumping any more money into a coin-op! Give us a hand, my master!
Kate Connel, Glasgow.

A *Oh well, I suppose I could give you a few hints! The big Chief is really hard to kill so wait until he jumps onto one of the poles, then move to the opposite side of the screen. Wait until he's on the ground, then shoot him. Remember, he's most vulnerable when he's in the air.*

Q Dear Paul,
My problem concerns Mickey Mouse: Castle Of Illusion on Mega Drive. I can't get past the wicked witch at the end of level 4-2. I've heard that there's a bonus to be had when she's been done away with. Please help.
Nathan Jones, Liverpool

Ok, let's get straight down to business with this one. When the old hag swoops down near the middle of the screen, lay into her. You can avoid her fireballs by standing directly below her. The crystal ball flashes pink when she's just about to fire, so you're given plenty of warning. When she's finally bought the farm don't give up, jump back into the cookie jar for an extra life and then move toward the exit.

Q Dear Paul,
I can't be the only person who's stuck on the most excellent Super Star Wars. I've picked up all the characters, but it doesn't matter which one I use or whatever weapon I'm blasting with, I can't get past the Hover Carrier when escaping from Mos Eisley. I know where to shoot the monster, but can't seem to get together enough lives to achieve my goal. Help is needed – first rate help!
Steven Hope, Bracknell

A *We get more questions about his particular problem in Super Star Wars than any other game at the moment, excluding that brainless one about the Championship Edition cheat that doesn't exist for Streetfighter 2, that is! What you have to do to get past this most tiresome of guardians is to come prepared. You need to be powered up with the Plasma gun before going head-to-head with the Hover Carrier when you should get underneath and fire at its belly. Then take out the jets on either side and finally, blast away the back area. Once your underneath work is complete, dash out to the front and take out the forward part of the ship. It'll still take you a few goes to do before you achieve the desired affect, but at least now you know. May the force be with you!*
(Yeuk! -Ed)

Q Dear Paul,
Please, you're my last resort, well you're my first resort actually! Anyway, to the point! I need some serious help with Super Axelay. I don't know what it's called, but the bog round guardian, that has all the revolving parts stuck to it and then splits open, is really peeing me off! I've tried and tried, but I just can't get no satisfaction! Can you help me out?
Adrian Prescot, Dudley

A *Yeah we know, it is a bit of a stiffie! Well, upon consultation with top Axelay boyee Steve, we came up with this sure-fire guide to complete destruction! Shoot off the revolving pods and wait for the monster to split open, Manga style! Keep your finger on the fire button and blast away the spinning edge. Make sure you use your most powerful weapon for this. Now the most important thing is to stay well clear of the enemy bombs – if you keep on your toes they won't even hit you. To destroy the gun pods you can use your bombs. If you've done well up to this point the droid will slip down to one corner of the screen, usually the left. Now he's at his most vulnerable, so pile on the pressure. Now that you've destroyed that stage, wait in the bottom corner of the screen for the final metamorphosis. Power away at the eye with everything you've got, moving left and right out of harm's way and past the lasers. Make sure you keep your fingers pressed on the bomb and fire buttons, as this will slightly protect you from the guardian's homing missiles. Hope this helps you out.*

Q Dear Paul,
You're really going to love this question as a mate of mine who reads CVG said that you did a complete guide to the game I'm stuck on a while back in your great mag. So my question regards Actraiser. I've been struggling with a Japanese manual for months now and have only just got to Northwall and herein my question lies. I cannot for the life of me get the population to grow or prosper. I've tried all the usual methods and killed oodles of demons, but there's no help anywhere. Give me a bunk up and I'll be your mate forever!
Adam Day, Berkshire

A *Yeuk! I'm not so sure that I want that sort of mate. I think you're talking to the wrong Paul! (You cheeky get! Rand). Anyway, Actraiser is my joint fave subject with Mario Kart and what I don't know about those two games isn't on the cartridges (even though Steve still keeps beating me; it's about time I gave him the dodgy joypad!) Anyway your problem would seem to revolve around the fact that your subjects would be freezing to death about now – they need warmth! You might recall finding a nice woolly fleece on an earlier level, so why don't you give them that? Another reason could be that you haven't melted the surrounding snow on the land that the people need to develop to prosper. Go to your special powers and cast some heat down on the land to help them out. One last point; always remember that the skulls will destroy anything you've built if you leave them alone too long, so make sure you wipe them out at regular intervals.*

Q Dear Paul.
I get CVG every single month, apart from last month that is, when I sent my mum down to the shops to get my copy whilst I was at school and she forgot! When I ran down they'd all sold out! So please forgive me if I ask you a question about Another World. It's taken me ages to get to what I think must be the final stage and I know you did a guide last month so you're the guy to help me. I've managed to get the stuffing kicked out of me and the rockmen are wrestling behind me, but how do I stop being shot by the lasers in the roof.
Grant Mould, Derby

A *Oh dear! You sad, sad man! I don't know how you've managed to get this far if you can't complete the game from here. You must've been using level codes or something to skip bits out! Whilst you're suffering on the floor, push right towards the control panel. When your mate gets thrown off the side and the offending rockman is just about to walk under the big white blob at the top of the screen, pull the first lever and he'll disintegrate. Quickly pull the second lever and push left. The roof will have opened and lasers will be biting at your heels. Don't worry about the shots, just keep pushing to the centre of the room where you'll be sucked up for an emotional reunion and the end-of-game sequence!*

Q Dear Paul,
I've heard about this wondrous Black Hole secret level that can be found on the second stage of Starfox (Wing, if you please! -Paul) How can I find it and what do I have to do? Also, is it correct that there are other worlds to be found?
Paul Travis, London

A *Starwing hides a multitude of secrets and you're right to suspect that there is a secret Black Hole level. In fact it's a dead giveaway really as, on the menu screen where you select your route, there are a considerable amount of spaces where the secret levels will finally be revealed. Anyway, here's what you must do. When you're flying through the asteroid belt you'll come across a series of three spinning columns of grey boulders with an orange one in the middle. Blast all the orange ones and stay on course (because you have to fly through the orange debris). Now, just to the left you'll spot an asteroid with a face on it – turn your guns toward this and blast as many times as you can until the Black Hole level appears. Now just fly into it and you're there. You're also correct when you say that there are other levels to be found, but you should have read my super Starwing guide in CVG to find out just where they are!*

KEEP THOSE QUESTIONS A-COMIN'! I'LL ANSWER AS MANY AS I CAN!

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PREVIEWS

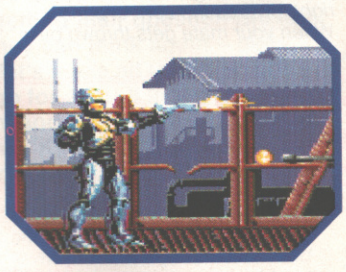
Now that the freak spell of hot weather is over, it looks as though Summer's been and gone for another year. Which is bad news for beach bums, but good news for software fans, as it also heralds the end of the traditional Summer slump. With Autumn and, dare we say it, Christmas approaching, the software scene is picking up pace again as software companies bring out their big guns for the run-up to the festive season. And in grand CVG tradition, some of those big guns get the wraps taken off them right here, right now...

ROBOCOP VERSUS TERMINATOR • MEGADRIVE • VIRGIN • £TBA

Based on the highly unlikely, but very successful Dark Horse comic, Virgin's latest shoot 'em up epic is one of two versions in production – the Super NES format is being handled by Interplay, but they're pretty much identical. This one's due for release in November, which makes it Virgin's front-runner in the race for the Christmas number one.

The idea behind the game is simple enough; it turns out that Skynet and the Terminator machines that wiped out mankind in the year 1997 were a direct spin-off of Robocop's revolutionary circuitry. A rebel from the future travels back in time to warn Robo of what will happen, hotly pursued by a whole squadron of Terminators who want to wipe him out before he can change the future. So begins the metallic punch-up of the century as Robo battles his way through Delta City, present and future, taking on everything from street hoods to the unstoppable Terminators along the treacherous route.

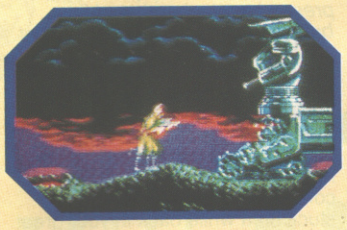
There are hostages to be rescued and plenty of big, beefy weapons to collect – which takes us onto one of the game's most impressive aspects, its excessive violence. The baddies literally explode into a bloodied mass when they're shot, so there's no end to the gore – something that probably won't be a feature of the SNES version, given Nintendo's strict software policy. Robocop versus The Terminator is looking like one of the hottest blasts of 1993, sporting a funky futuristic soundtrack and plenty of sampled Robo-speech. Keep an eye out for this one...



Take his kneecaps!

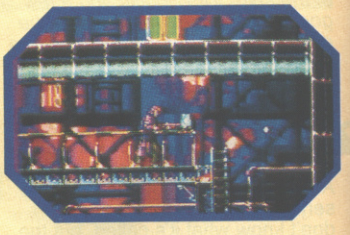
WINTER RELEASE

Ominous landscape or what?!



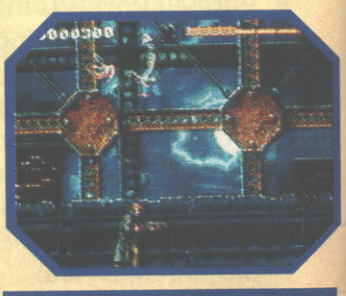
Take him out fast!

THE TERMINATOR • MEGA-CD • VIRGIN • £TBA



It looks like there's no end to the mileage that the software houses can get out of this boy! The beefy bad lad of the future is back with possibly his most impressive game yet seen on console. Future boy Kyle Reese has come back to the year 1984 to protect the future mother of the leader of the Earth resistance against the all-conquering machines. Set to the backdrops of futuristic and present day Los Angeles, Reese must fend off everything that the city and machines can throw at him as well as going up against the Terminator.

The Megadrive version was one of the best-selling carts of last year and Virgin Games have taken that and turned the game upside down. The Mega-CD version features more hardware, larger and more varied baddies, more levels and a mind-blowing CD soundtrack! Also, the programmers have spliced in animated sequences from the film. New levels include the Dead City, Waste Land, Sky Net base, Time Chamber and Tech Noir Bar. The CD version should be released some time near the end of this year and from what we've seen a Christmas number one is not that much of a remote prospect!



WINTER RELEASE

F-15 STRIKE EAGLE II • MEGADRIVE • MICROPROSE £49.99

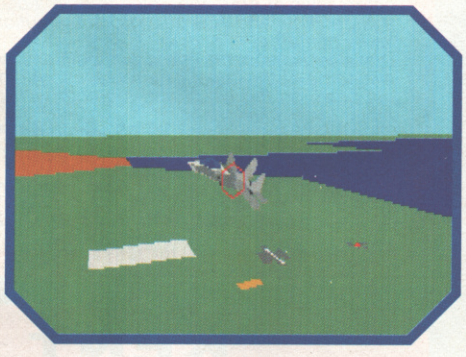
Nice shot! He won't be back, not even in a re-run!

Microprose's hugely successful combat flight sim, F-15 Strike Eagle II, will be scorching a path to a Megadrive near you very shortly. The cart puts you in the cockpit of one of the planet's most powerful jet fighters and takes you through the battle-scored terrain of some of the world's hottest hot spots! Combat takes place over six accurately mapped world areas and pilots are required to navigate over accurately mapped and detailed terrain before engaging enemy forces. Top Gun fighters will be taking on enemy militaria in Europe, the Gulf, the Middle East, Vietnam, Libya and the Arctic Circle. The computer version varied in speed due to the size of particular machines, but the console version runs at a blistering pace and the extraordinary graphical detail and 3D combat maintains a constant pace for every mission.

Realism is the key to Strike Eagle's success and due to the fact that the Megadrive hasn't got a keyboard the cart has had to be extensively tweaked to provide the most realistic options for pilots to control. You can dive, roll, loop the loop, spin and dogfight enemy aircraft and perform most of the acrobatics available to the real Strike Eagle fighter pilots. Strike Eagle 2 is the most ambitious flight sim ever put on cartridge and a spectacular review of the game is imminent!

Pass the Kleenex, there's a bogey on your tail!

Izzy, Whizzy, let's get busy!



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There are twelve demon roadsters to choose from as you tear up the countries roads and highways, with six cars for each continent. The GTI is a fave, as is the Astra and Ford Fiesta. Other more exotic machines can be chosen by the middle aged, such as Corvettes and Pontiac Firebird Formulas! Each motor has its own specs on speed, fuel consumption, acceleration etc, so choose wisely. Win a race and the cash will roll in, but don't go blowing all on sweets and fizzy pop too soon. If you want to continue racing and keeping up with the big boys you're advised to splash out on better tyres, fluffy dice or ABS brakes in the motor shop! Sounds a hoot and we'll tell you more about Burning Rubber shortly.

Who's that hog spoiling the wide open roads?

I bet that house has got quite a garage!

Pick a lane, bozo!

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PREVIEW

SNES

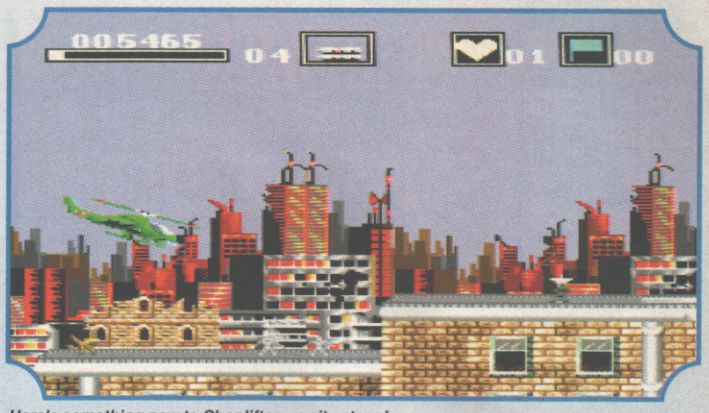
by LASER BEAM

Around £44.99

AUTUMN RELEASE

Stage of Development

80% Completed



Here's something new to Choplifter – a city stage!

SUPER CHOPLIFTER III

If you were to make a list of classic computer games from the dawn of time, then you'd have to place Choplifter right up there with the likes of Space Invaders. New boys Laser Beam have dusted the cobwebs off the original and souped it up for SNES – does Super Choplifter III make as much of a lasting impression?

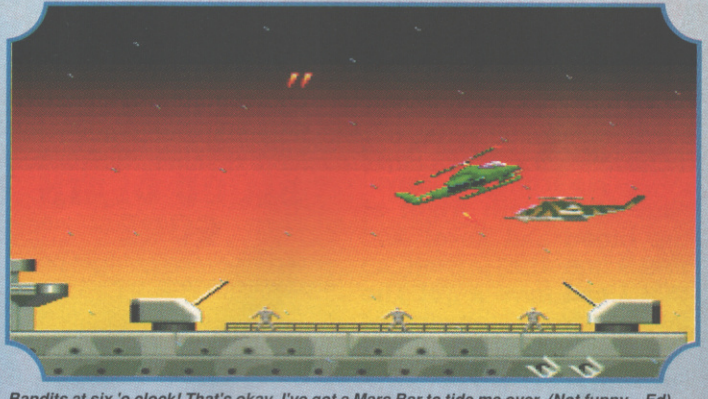
Don't shoot your mates!

Join the armed forces in their fight against terrorism in Laser Beam Software's newest arcade bonanza! Slide into the cockpit of the awesome AH 90 Comanche attack 'copter and infiltrate the terrorist New World League's (NWL) headquarters. The NWL have kidnapped all the world's leaders and stashed them in separate locations around the globe. This tactic has bought the world's super powers to their knees and only you can save the planet from slipping into the murderers' hands!

Yes, Choplifter 2 was a blast, but the sequel promises to be even better with more weapons, more enemies and even bigger explosions! You can blast absolutely everything you can see on the screen to smithereens; backgrounds, trees, hills, everything! The super sequel chopper is equipped with flame throwers, machine guns and napalm and the new attack craft is going to need them all. The enemy has become even more organised and they've managed to secure a ton of new, heavy duty military equipment.

Pilots are given orders for every level to rescue POWs and return them to the base. New additions are the end of sector bosses, which range from enormous headquarters spanning up to several screens, right through to huge attack whirly-birds! They're all incredibly well armed and all the bosses' defences have to be knocked out before the leaders can be rescued. Each level is peppered with normal infantry hostages and you'll have to pick up a varying amount of them before you can get off the stage. Most are hidden inside complexes, but a few roam free waving at you to pick them up.

At least two new pick-ups will be available on every level, that makes for a sack full of new features!



Bandits at six 'o clock! That's okay, I've got a Mars Bar to tide me over. (Not funny – Ed)

Erm, you're supposed to avoid the gunfire.

Apart from the ground based ones a Hercules plane flies overhead and drops extra power-ups etc by parachute. As well as the different weapons the 'copter's performance can be boosted by obtaining shields, stealth invisibility, ropes and turbo jets! Awesome!

Between the separate game sections the story is constantly updated with slick cinema sequences which fuel the atmospheric gameplay. Super Choplifter III looks set to be one of the biggest games of the year and what with its prequel's success a number one hit is virtually assured. Tune in next month to find out all the info!

PREVIEW

SNES/MEGADRIVE

by KONAMI

Price TBA

AUTUMN RELEASE

Stage of Development

90% Completed

Select your player.

Woo-oo-ooh! Taking a break from epic adventure games, LucasArts is about to catapult you back in time into the world of tacky horror 'B' movies. Hold on to your popcorn...

ZOMBIES ATE MY NEIGHBOURS

SHRIEK as the dead rise from the grave! LEAP with fright at the blood and gore! And PASS me the joypad so that I can have a go! The latest from adventure specialists LucasArts is a rare arcade offering, a tribute to those incredibly tacky and gore-filled horror "B" movies of the 1950s. The stuff that Golden Turkeys are made of. In Zombies Ate My Neighbours, the walking dead, along with an assortment of other horror movie villains attack smalltown America, and only two high school students have the guts to send 'em packing back to the netherworld where they belong.

BLOOD DEATH GORE

Armed initially only with jet-powered water pistols, our super-cool teen heroes must splash their way through over 50 horrific levels, finding and saving the helpless civilians dotted around each before the lumbering flesh-eaters can get to them. Their are ten humans to save on each level, ranging from screaming cheerleaders to bossy schoolteachers (who only score 10 points because everyone knows teachers aren't really worth saving), and once they've all been rescued it's off to the magical exit door and the next typically terrifying scenario. Scenarios have all been indirectly lifted from various B-horror flicks, and stylishly named with titles like "Terror in Aisle Five" (the supermarket), "Castle of Doctor Tongue" and "Even Scarier than Level Five" (that's level six, of course). But as well as the ghoulish scenario, the game itself is also a tribute to the classic coin-op Gauntlet and the host of eight-way adventure shoot 'em ups it inspired.

Zombie terror in the barbeque garden.

PAIN SPLATTER MUTILATION

Zombies Ate My Neighbours may look all blood and bullets on the face of it, but there's a deeper level of gameplay bubbling away under the surface. Most levels are set out like a maze, so getting to the hapless humans before the zombies do often requires more than the on-screen radar the game gives you. There's some arcade adventure skill required, along with some ingenuity to make use of the many background objects. The trampolines in the garden on level one, for example, can be jumped on to bounce over hedges and walls, for example.

Don't check out at the checkouts!

Night terrors!

Dawn of the Dead revisited in the zombie department store.

MAIM CHAINSAW HORROR

Most of the skill you'll need, though, revolves around keeping yourself alive. There's a never-ending supply of zombies to deal with, along with special enemies for each level. You'll encounter bloodsucking mummies on the Egyptian level, giant ants and (the scariest ones we've seen), chainsaw-weilding maniacs who can cut through walls to get to you! Your water-pistol is little use against these big baddies, but there are plenty of upgrades available, from three-way machine pistols to ice guns that freeze anything they hit. There are also plenty of secret points bonuses for those who know where to look and (best of all) special potions that can transform you into a "super beast" for a limited time and give the zombies a taste of their own medicine!

The Hedgerow Chainsaw Massacre.

KILL GOUGE FLESH

As is always the case, Zombies Ate My Neighbours is best enjoyed as a simultaneous two-player experience, with Zeke and Julie teaming up on-screen to fight the undead. It also leads to plenty of squabbles for pick-ups and bonuses, as anyone who's played a Gauntlet-style game will be more than familiar with. Complete with spooky soundtrack and no end of smart touches from the movie genre, Zombies Ate My Neighbours (the game was originally known simply as Monsters, by the way) is due out on Megadrive and Super NES in October. Bar some minor colour palette and sound differences, both versions are more or less identical, although there are no plans yet for conversions to other formats.

Our hero is chased by zombie clones in New Dead Kids on the Block.

The pyramid of fear.

Don't slip up in the Castle of Dr. Tongue.

WHAT HAPPENS NEXT

GRAPHICS

Most of the work on Zombies Ate My Neighbours has already been completed, but there are always fine tweaks and changes to be made right up until the last minute. Currently, the in-game sprites and backdrops have been finalised, but there is still some work to be done on the presentation side – title screens, in-between graphics and so on.

SOUND

Zombies promises to be an astounding aural experience – more so on the Super NES, which has a beefier sound chip than the Megadrive. Although this is usually the last part of a game to be added, the Zombies sound is already 100% complete, so even on our preview version the sounds were completely up to scratch.

GAMEPLAY

All the game's level designs have been finalised, with baddies, pick-ups and bonuses all in their proper places. But thorough bug-testing remains, as you never know when a misplaced power-up or enemy could unbalance the subtle gameplay blend. But again, on our preview version everything was hunky dory.

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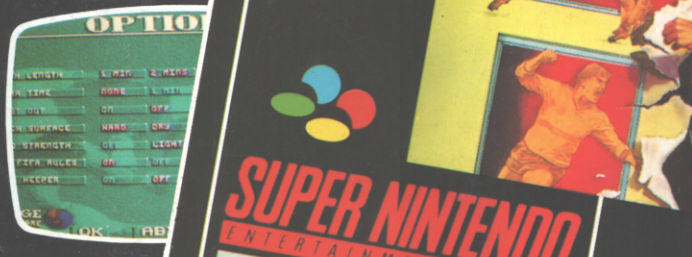

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